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Dreamcast solutions

The ultimate Dreamcast tips magazine

A NEW MAGAZINE DEDICATED TO DREAMCAST TIPS

welcome...

It's the greatest thing to happen to the world of videogames in years! Sega's Dreamcast will launch on 14 October with a fantastic selection of games, the ability to e-mail, surf the web and play multi-player battles over the Internet. The future has most definitely arrived!

This kind of console requires a new kind of magazine to get the most out of the software, and that magazine is Dreamcast Solutions! Inside these pages you will find the most comprehensive guides to the best the Dreamcast has to offer. To kick off with we've got the definitive walkthrough to *Sonic Adventure*. We have taken each of the six characters in turn and taken their adventure to pieces, explaining where to go, who to see and what to do. If you're stuck on any section of the game you've come to the right place!

If you're more of a fighting game fan then our *Virtua Fighter 3tb* players' guide is right up your street. Every character, every move and the top ten special moves for each fighter explained in full – what more could you want? *Sega Rally 2* also gets the tips treatment. Okay, so it's a driving game and there's no a lot to say, but we've exposed some great cheats to give extra cars, and taken each course in turn, showing you the best way to tackle the road for fast lap times!

All this plus a complete walkthrough to *The House of the Dead 2*, a track guide for *Racing Simulation: Monaco Grand Prix* and loads of cheats for *Power Stone*, *Ready 2 Rumble Boxing* and *Millennium Soldier: Expendable*. You really are spoilt for choice!

I hope you find Dreamcast Solutions informative and enjoyable. Please drop me a line to let me know what you think of the magazine, and if you've got any hints, tips, cheats or passwords for Dreamcast games, send them in!

Nick Roberts

>Nick Roberts
>**Managing Editor**
>nickr@paragon.co.uk

>Brought you by the makers of Dreamcast Magazine

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>www.dream-cast.net

issue 01

Welcome to your

REGULARS

Cheat News Network

06 **Find out what's going on in the world of Dreamcast hints, tips and cheats.** This is where you'll find all the late breaking cheats for your Dreamcast, we've compiled them all into one handy section. You can also find out how to log-on to our website for more Dreamcast Solutions mayhem!

Q&A

08 **No solutions magazine would be complete without a place where you can ask all those red hot questions you've been dying to ask.** Flick over to here to find out what's on the minds of the Dreamcast collective!

High Score Heroes

09 **Time to show off!** In the process of putting this magazine together we've clocked up some pretty impressive high scores. Now it's your turn to beat us and send in proof!

Sonic Adventure

10 **Number one on Sega's launch line-up is the new caper starring that plucky blue hedgehog, *Sonic Adventure*!** In this exclusive walkthrough we take each character's adventure in turn, explaining the storyline and showing you who to see, where to go and what to do to get the most out of the game. The guide also includes a complete breakdown on the VMS Chao games and how to access them!

Virtua Fighter 3tb

60 **The second game in the big-three line-up from Sega, *Virtua Fighter 3tb* has been wowing arcade goers for years now, and finally a home version has come along to do the game justice.** Our exclusive players' guide includes every single move for all the characters and gives you a top ten to study to become a Virtua Fighter expert!

AT A GLANCE red hot GUIDES

> Our team of expert game players have sweated blood to bring you these great players' guides. Hope you like them!

86 **Prepare to be scared witless!** *The House of the Dead 2* is a mighty impressive arcade conversion – in fact it's one of the first home games to actually be better than the arcade original! We have put together another exclusive walkthough, this time showing you where the route breaks off in each level, and giving you essential tips on survival!

The House Of The Dead 2

Sega Rally 2

100 **Three, two, one... go!** To complete Sega's triple-whammy line-up of games comes the perfect rallying experience direct from the arcades. *Sega Rally 2* is the game that others try to imitate and we've compiled a guide to the tracks and cars to help you play the game to pieces!

Racing Simulation: Monaco Grand Prix

110 **When Sega wanted a top ranking Formula One game they immediately turned to Ubi Soft.** *Monaco Grand Prix* is a feast of Formula One fun and includes lots of unique Dreamcast additions that the other systems didn't have. We have every track explained in full along with some fantastic aerial maps!

WIN! A state-of-the-art DVD player, alien blasting movies and merchandise from Millennium Soldier: Expendable! page 129

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REGULARS

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High Score Heroes 9
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Coming in the next issue of Dreamcast Solutions – the final parts of our exclusive solutions and a whole batch of new ones

cheat new network

>Late breaking cheats, passwords and secret codes<

In the fast moving world of Dreamcast gaming there are new cheats discovered every day. Here we bring you the latest offerings for the top games.

Millennium Soldier: Expendable

> Here's a bunch of cool cheats for this mega-blast of a game! These must be entered on the first joypad while playing the game

Shield
Up, Down, Left, Right, X, Up, Down, Left, Right, Y

Level Skip
Y, Y, X, X, Left Shoulder, Right Shoulder, Down, Down, Up, Up

Grenades
Down, Down, Down, Down, Down, Up, Up, Up, Up, Right Shoulder

Lives
A, B, X, Y, Left Shoulder, Right Shoulder, Up, Down, Left, Right

Credits
A, B, Left, A, B, Right, B, A, Down, Right Shoulder

Easter Egg
Left Shoulder, Left, Right Shoulder, Right, X, X, Down, Down, Right Shoulder, Left Shoulder

Game Won
Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder, Left, Right, Left, Right, Y, X

Level Select
Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

Ready 2 Rumble Boxing

> Here are some last minute cheats for Midway's brilliant Ready 2 Rumble Boxing. We haven't had chance to check them yet, but thought you'd like to be the first to see them. Next issue we'll have a complete players' guide to the game.

Two Player Level Select
When playing in two player mode, press the **Left Shoulder** button for the two-tier arena and the **Right Shoulder** button for the Championship arena. If you press **Left** and **Right Shoulder** buttons together you'll get the gym!

Change the Cornerman's Voice
When you're on the character selection screen press the **X** button plus any direction on the D-pad to select different cornerman voices.

Outfit Change
There are different outfits for the boxers in the game. To access them press **X + Y** together when you select your character.

Hidden Leprechaun
You can play the game as a Leprechaun if you go to the character select screen and press **X + Left Shoulder + Right Shoulder** together.

Life Recover
When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.

Class Unlock Codes
There are different classes to unlock in the game, but you can do it by cheating too! To open up the Bronze Class input your gym name as "Rumble Power". Silver Class is unlocked by entering "Rumble Bumble" and Gold Class by entering "Mosma!". Enter "Pod 5!" to unlock the final Champ Class, this also has the effect of uncovering all the hidden fighters.

VS

Power Stone

> Capcom's arcade belter has already been cheated to bits. We've got a full guide next issue, but for now...

The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here are a selection of the new goodies that you can access...

New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an alien ray gun and a shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode

Complete the game as Kraken and the Virtual Mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning all that much tougher!

Dual Virtual Mode

This option appears on Page Six of the book when you complete the game with Valgas. It is similar to the one-player Virtual Mode only it allows two people to play in a split-screen, first-person perspective fight!

Play as Valgas B

Complete the game on any difficulty level but without using a continue. Now check Page Twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can choose him per match – bummer!

Watch Endings

Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

interact

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Questions and Answers

Have you got a burning Dreamcast question that you need answered? Well you've come to the right place. Secret cheats, hot tips, the price of a forthcoming release or confirmation of another Sega delay... you ask it, we tell it like it is!

Q I've had a Dreamcast now for a couple of months, it's a Japanese one and I've bought all the best games I could find. One of my favourites of the moment is Marvel Vs Capcom – it's a great fighting game as you'll no doubt find out when it comes out in England. My question is, is there any way of selecting secret characters?
Ben Sawer, via e-mail

A Believe it or not Ben, there's a bunch of secret characters hidden away in Marvel Vs Capcom...

Evil Zangief

Go to the character select screen and select Zangief in the normal way but then do a half-circle backward movement on the D-pad and press quick kick. Zangief will turn into an evil version of himself.

Gold War Machine

Again on the character select screen go to Zangief but this time get ready to input a long sequence of D-pad moves: **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up.**

You should now have a golden War Machine above Zangief on the screen!

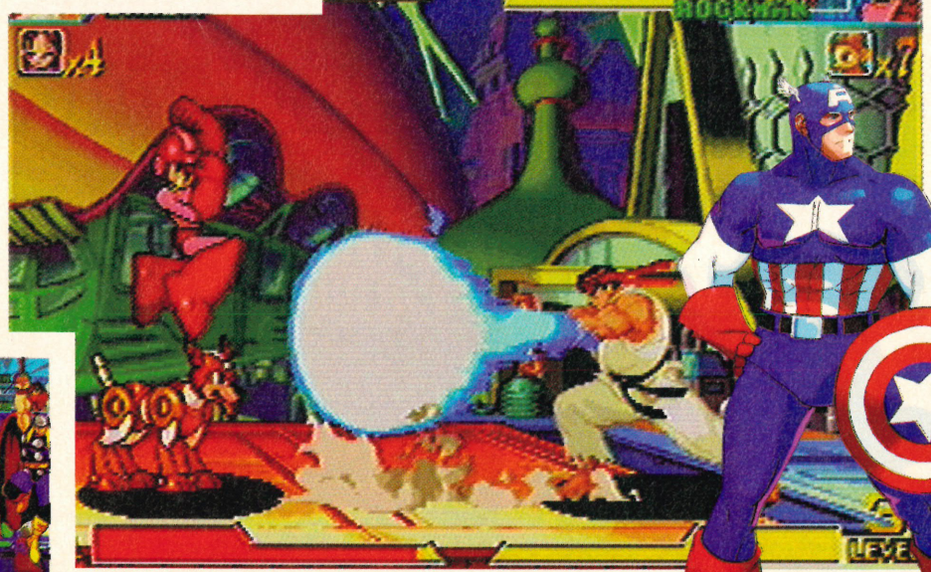
Hyper Venom

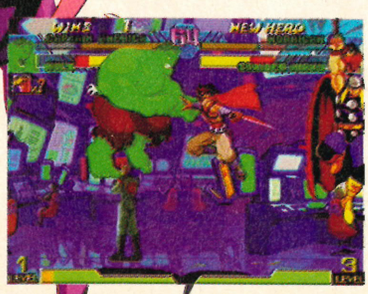
Similar to the Zangief codes, go to the character select screen, but this time put the cursor on Chun-Li and press: **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up.**

If you press the kick button you will now get ice blue venom, the punch button will give you blood red venom and pressing Up will give you Hyper Venom!

Lilith

Another secret character is available by selecting Zangief again, then pressing: **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.**





[1] Capcom's brilliant Marvel Vs Capcom hasn't got a UK release date yet, but it's still popular on import. **[2]** It contains the best characters from all Capcom games!

Q I've been looking forward to the Dreamcast's release for over a year now, and just as the 24 September is drawing near I hear from the manager at my local Game store that Sega have put the release back to 14 October! Why? This is so annoying, having built up all the hype, they're running the risk of losing any loyal Sega fans that might still be hanging on after the Sega Saturn fiasco. Do you know what the release has been delayed again?
Tim Brown, Liverpool

A We couldn't believe Sega putting the release date of Dreamcast back either Tim. Both Dreamcast Solutions and our sister reviews magazine Dreamcast Magazine have been scheduled to launch around the 24 September date, and in the world of magazines you can't just chop and change at will because promotions have been booked in with newsagents, transport for the magazines organised and covermounts printed. It's a real pain in the butt to be quite honest!

Sega's excuse? They're blaming the whole thing on British Telecom, but this seems a bit weak to us. They say that BT couldn't get the internet side of the Dreamcast up and running in time for the 24 September launch. But why not launch anyway, explaining that you can't link-up your Dreamcast for three weeks? At least then everyone could have started playing the brilliant games. There are many software companies that weren't happy either – they had their games ready to roll out, then had to change their plans at the last minute. Are Sega up to their old tricks again? We certainly hope not!

Q I'm thinking about buying a Dreamcast but would like to know how the internet side of the machine works before I part with my hard earned cash! How much does it cost to e-mail? How fast is the internet connection? Can you read newsgroups? All these questions need answering, can you help?
Simon Shaw, Portsmouth

high score heroes

At the time of writing, how the Dreamcast will actually work with the internet in the UK is still unknown (as the machine hasn't even been released yet, and Sega are remaining tight lipped!). All we do know is that from day one Dreamcast will have email, Internet access and multi-player gaming as standard. This is a console first, and something Sega are very proud of. The console comes with a 36.6K modem built in and Sega have teamed up with BT and ICL to bring all Dreamcast owners access to the World Wide Web.

British Telecom will be responsible for the European network infrastructure and ICL take on the task of creating and integrating a Dreamcast internet service. Users will be able to access the internet for nothing more than a local call rate – there will be no access fee.

To take full advantage of these facilities you will, however, need a couple of extra bits of kit. There's a Dreamcast keyboard that Sega will make available after launch so that you can create your own email and they are also working with Iomega to create a Dreamcast version of their highly successful Zip drive. These Zip discs will allow up to 100MB of data to be downloaded from the Internet and stored.

Our very own totalgames.net website has been running Dreamcast coverage for months now – take a look for yourself!

contact

If you've got a question you want answered, drop us a line using one of these methods...

Address > Dreamcast Solutions
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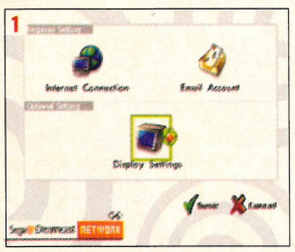
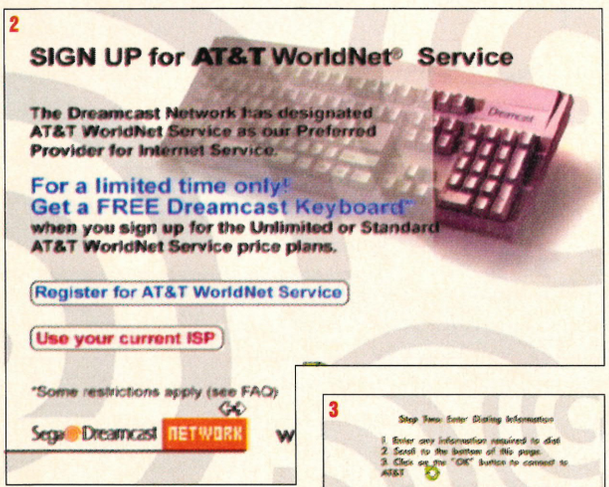
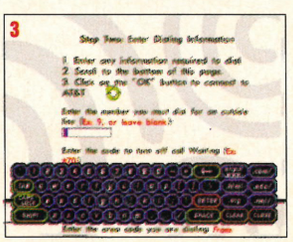




[1] The new US Dreamcasts come packed in with a Web Browser CD that allows users to access the internet, send e-mail and basically do lots of cool stuff! The UK version has yet to materialise!



> Do you consider yourself an expert gamer? Have you achieved an unbelievably high score on a Dreamcast game? Well this section of the magazine is especially for you. Sega recently held a *Get Bass* competition at the Party in the Park where this guy from West Life was the winner. Can you beat him?

Time for all you big heads to show off...

Get Bass

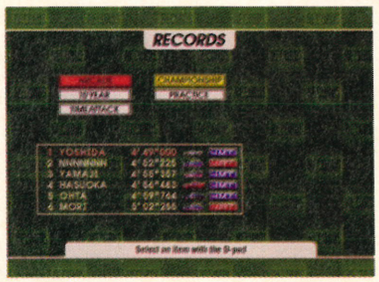
Bryan	West Life	9,650
Klan	West Life	7,820
Mike Barson	Madness	7,009
Corolline	Corrs	5,600
DJ	Capital Radio	4,800
Jane	Another Level	3,690
Shane	Boyzone	3,642
Nicky	West Life	2,704

Virtua Fighter 3tb

Rank	Name	Time	Character
1.	YU.	50' 00" 00	Sarah
2.	IZA	50' 05" 00	Jacky
3.	KAK	50' 10" 00	Wolf
4.	D.K	50' 15" 00	Lau
5.	MKA	50' 20" 00	Pai
6.	PS2	50' 25" 00	Aoi

Sega Rally 2 Arcade Mode

Rank	Character	Time
1.	Yoshida	4'49"000
2.	Nnn	4'52"225
3.	Yamaji	4'55"357
4.	Hasuoka	4'56"483
5.	Ohta	4'59"764
6.	Mori	5'02"265



Sonic Adventure

> Finished with every character

How To Send In Your Scores

1 Play any Dreamcast game and get yourself a top score, hopefully better than the ones on this page.

2 Use a camera or video recorder to capture the evidence of your amazing feat!

3 Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of Dreamcast Solutions!

The address is...
High Score Heroes
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

> Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

Sonic Ad

If you only buy one game for your Dreamcast, make it *Sonic Adventure*. If you need one guide to help you through the game, then it's this one! We take you through step-by-step...

essential information >
Dreamcast solution
Sonic Adventure

Publisher	Sega
Developer	Sonic Team
Origin	Japan
Genre	Adventure

one player

arcade stick

jump pack

modem

visual memory system
VMS information

Save position →	Y
Logo during play →	Y
Mini game →	Y

essential information >
Dreamcast magazine says

"It's an outstanding example of Dreamcast gameplay – and it's Sonic!"

GOODIES GALORE

> Stashed about the place through all of the action levels in the game are lots of items just waiting for you to collect. With the exception of general rings, all of them are found inside special glass pods that must be broken open if you want what's inside. Particular items are there for a purpose so check out the surrounding area in case you need to do something once you've got the prize.

Rings

If there's one thing you should never be without when running through each level of *Sonic Adventure*, it's rings. Even if you've only got one ring you're safe from an enemy attack – just don't hit anything if you're empty-handed! Collect 100 rings and you'll even be rewarded with an extra life!

Ring Pod

Rather than collecting rings one at a time, why not go for a whole stash of them at once? Ring Pods are glass domes containing a certain amount of the golden beauties, numbering from one all the way up to twenty. To collect them just smash the pod and you'll be given the rings in a lump sum!

Bubble Shield

Handy for those situations where you've grabbed lots of rings and don't want to give them up for anyone. Collect a Bubble Shield from one of the item pods and you'll be granted a shiny bubble to wear as protection from the enemies. It only lasts for one attack though so don't let your guard down for a second...

awesome moment

After many years in the wilderness, this is where Sonic makes his comeback!

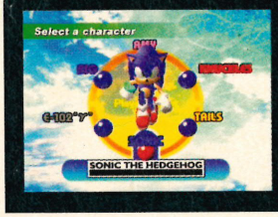
dventure

It's been a long wait for all fans of Sonic, but the world's favourite blue spiky hedgehog has finally made it back to the big time! *Sonic Adventure* is one of the greatest games the Dreamcast has to offer, and here at Dreamcast Solutions we've put together the definitive guide to the game, so you can see everything this masterpiece has to show off.

Sonic's Adventure

MEET SONIC

If you don't know who Sonic The Hedgehog is then you must have been living under a large stone for the past decade. He's the fastest of his species and so feels duty bound to keep the evil Dr Robotnik from taking over the world with his army of robots. If you think this is a ridiculous idea... well, what are you doing reading this, eh?



The Adventure Begins...

We join Sonic as he arrives in the coastal city of Station Square, ready to visit his good friend Tails in his house to the north. As a mysterious shooting star flies overhead, he suddenly spots trouble below – a swarm of police cars all racing towards the end of town. Following them, he spots a creature that seems to be entirely made out of water that the local cops can't hurt! Being the typically heroic hedgehog that he is, Sonic leaps into the fray to try to stop the monster in its tracks.

Power-up Locations

Here's where to find and how to use Sonic's special items...

Power-up
Light Shoes

Location
Hidden in the Station Sewer – jump into the manhole near the Chaos Zero fight.

Purpose
Adds the Light Speed Dash to your abilities.

How To Use It
Hold the **B/X** button down for four seconds to activate it.

Power-up
Light Bracelet

Location
On second floor of the hotel in Station Square.

Purpose
You only have to charge the Light Speed Dash for two seconds instead of four when wearing the bracelet.

How To Use It
Use the Light Speed Dash to reach it.

Power-up
Light Upgrade

Location
Near the Floating Island.

Purpose
Adds the Light Speed Attack to your abilities.

How To Use It
Just charge it up and then let rip!

How To Play

Don't know how to play as Sonic? Here's a quick run down on the moves...

1 Spin Attack
Press the **A** button to leap up and curl into a ball that can destroy any enemies that it touches. Press the **B/X** button to fall back to the floor quickly.

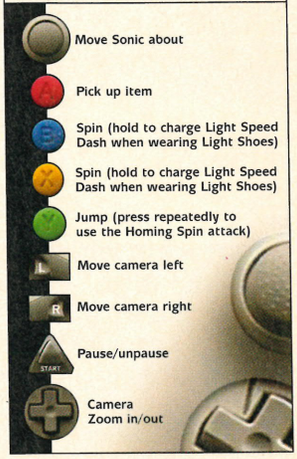
2 Homing Spin Attack
Perform the Spin Attack and then press **A** again to 'home in' on the nearest enemy or object such as an item pod. You can do this move repeatedly as long as there are targets to home in on.

3 Spin Dash Attack
Press the **B/X** button to curl into a ball and spin along the ground very fast, destroying anything in your way. Press the **A** button to stand up again.

4 Light Speed Dash
Hold the **B/X** button to spin on the spot until he stands up and a voice says 'Ready'. Release the button to fly off in a straight line very fast, following the nearest line of rings if there are any around. Use this to get to places you wouldn't normally be able to reach.

CONTROLS

Here's how the pad works when playing as Sonic...



Electric Bubble

Even more fantastic to find is the Electric Bubble. Not only does this protect you from one attack and prevent you from losing your rings but also helps you to get more rings! Run into an area and all the nearby rings will be attracted to your magnetic personality, saving you the trouble of collecting them!

Running Shoes

If you think that Sonic simply isn't fast enough under his own steam (what are you, crazy?!) then collecting these will ease your woes. With the Running Shoes on their feet, any character will run at twice the speed they normally would – of course, it only lasts for a short time so get to where you're going pronto!

Invincibility

What would an adventure game be without Invincibility? They're rather rare but when they do pop up, you know you're going to need every second of protection that they provide. Smash the pod to grab the icon and then leg it for all you're worth – you don't want to be standing near something nasty when the shield runs out!

Extra Life

It's pretty obvious what this does when you pick it up – smash a pod to grab one of these and you'll be rewarded with an extra life. They're not always in the most accessible places though so you might have to go out of your way to collect them. Keep your eyes open for possible hiding places and explore everywhere!

continued>

walkthrough

Sonic Adventure

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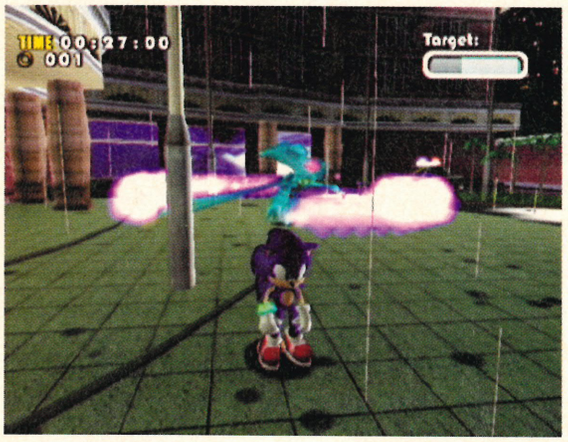
BOSS FIGHT Chaos Zero

> Seeing as how this is the very beginning of the game, this fight is not exactly the most challenging battle on the planet. Chaos Zero is simple enough to avoid with some nifty running and jumping – make sure you collect a couple of rings as soon as you can so that if you do happen to get hit, you'll be able to carry on. Quickly make the first jump and use the Homing Spin attack to get an easy first hit in then run away quickly. Chaos will begin to spin and extend his arms so jump over these and use the Homing Spin again to get another hit. If he shoots one of his arms towards you, dodge out of the way quickly and smack him in his watery mouth. Finally, he'll jump up onto the lamp-posts and start extending his arms towards you in an effort to make a hedgehog kebab – jump to avoid the skewer and keep moving until he jumps down from his vantage point. Use this brief pause in his attacks to leap in and finish the job.



The Adventure Continues...

As Sonic lays the crushing blow to Chaos, the water beast suddenly changes into a puddle and disappears off into the nearest storm drain – coward! With our hedgehog friend wondering what just happened, we look up to find the evil Dr Robotnik overlooking the action. He's obviously got something to do with this... well, hasn't he always?

The next day, Sonic is relaxing quietly by the pool as the clouds pass slowly over his head. Thinking of ordering another cocktail, Sonic looks up and spots something fly above him at an alarming speed. It can't be a cloud... no, wait! It's an airplane! Even worse, it's Tails' airplane and it's in serious trouble! Quick Sonic – chase it and help Tails before his plane crashes!

Sonic's Adventure LEVEL 01

Emerald Coast

Target: Get to Tails' plane

The first main level of the adventure isn't here to cause you any serious difficulties – you should learn some of the important techniques here that you'll need later in the game. Start by running along the beach, avoiding the Rhinotanks and Kikis until you get to the dock. Run into the spring on the end of the pier to bounce around a little and wind up on the next boardwalk. Be careful when you land as you'll start bouncing off of the ropes at the sides if you run into them. Follow the pier and then hit the Speed Roller to fly through the loop and end up on beach ahead. Run down the sand through the checkpoint and when you reach the grassy section at the end, run onto the ramp to fly over the water to the other side.

Run through the next checkpoint and down the path to the right, hitting the Speed Roller around the blind corner to race up the vertical wall to the top. Quickly dodge under the falling spiked bar and then go down the slope and hit the Speed Roller at the bottom to head through the loop and over to the pier beyond. Run along the pier, watching for the whale jumping in the water that sends the floating walkway bobbing up and down. At the end, go through the checkpoint and hit the Speed Roller to start a chase between you and the Killer Whale along the pier – fortunately you can just leave the stick alone and Sonic will guide himself through this until you land on another beach.

Past the next checkpoint, run under or around the spiked bar and then up the slope (unless you want to collect the three Ring Pods around the back of the tower). Hit the spring at the top and then use the other

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[1] As you hit the speed rollers you'll find that Sonic goes into autopilot – just let him do his stuff until you're back in control again. **[2]** The levels in Sonic Adventure are truly massive – as this zoomed out shot shows. **[3]** Wow – a dolphin does backflips as Sonic runs by. **[4]** Look out for these checkpoints with blue balls on them – they'll save your position.

awesome moment

The evil Dr Robotnik is back with a vengeance – sort him out!

5

6

[5] As you're zipping around the game you'll find you get caught out by these large spiked barriers – be careful! [6] He was never like this in Free Willy!

springs to get to the peak of the tower, stopping halfway up to grab an Extra Life. Run around the corner and make little jumps over the gaps in the walkway that leads to the lighthouse – if you fall, you might be saved by the updraft of wind but you shouldn't risk it. Go around the lighthouse and then into the cave on the other side.

Speed down the tunnel and past the checkpoint then keep the pace up and use it to climb the vertical wall to the left. Although the path leads down to the right, through a long pool of water guarded by Pond Skimmers, you want to go up to the small cave in the top-left corner. Taking this cuts out a huge section of the level by means of the springs there and also gives you an Extra Life! Out the other side you need to keep running so you can stay central along the sloped track before hitting the Speed Rollers and flying through another triple loop and over a ramp. Land and then quickly run forwards and hit another Speed Roller to fly up to the top of the vertical ramp.

When you hit the grass, run forwards and climb the stairs then turn right and jump again to find another cave. Go through here, jump some more steps and hit the checkpoint before taking the long slope down to the bottom to find some more Speed Rollers. When you hit the springs and land on the grassy platform, stand on the orange pad marked '1' and hit the **A** button. This will boost you to a pad marked '2' so quickly hit the **A** button again to fly over to '3' and so on until after the fifth pad you land on a raised grassy section. Go under the two spiked bars and down the slope to the loop and then hold forwards to run down the next Speed Roller-filled section and fly through a large stone hoop. From here it's a short run down the beach to find Tail's plane crashed on the large sandy bank at the end.

infoburst

Extra information>

> Some of Sonic's friends didn't make it into the finished game. Has anyone heard of Sally Acorn the Squirrel or Rotor the Walrus?

SECRET SHORTCUT

> When you're standing at the bottom of the vertical ramp after the triple loop, perform the Spin Dash and then boost forward, hitting the Speed Rollers. As you fly upwards, hold the stick as far right as you can and you should fly off of the ramp and land over on a shallow island on the far side. Collect the Extra Life behind the ramp and then right forwards to the end of the beach and hit the spring – use the next spring after this to rejoin the course where the Boost Pads finally drop you.

continued >

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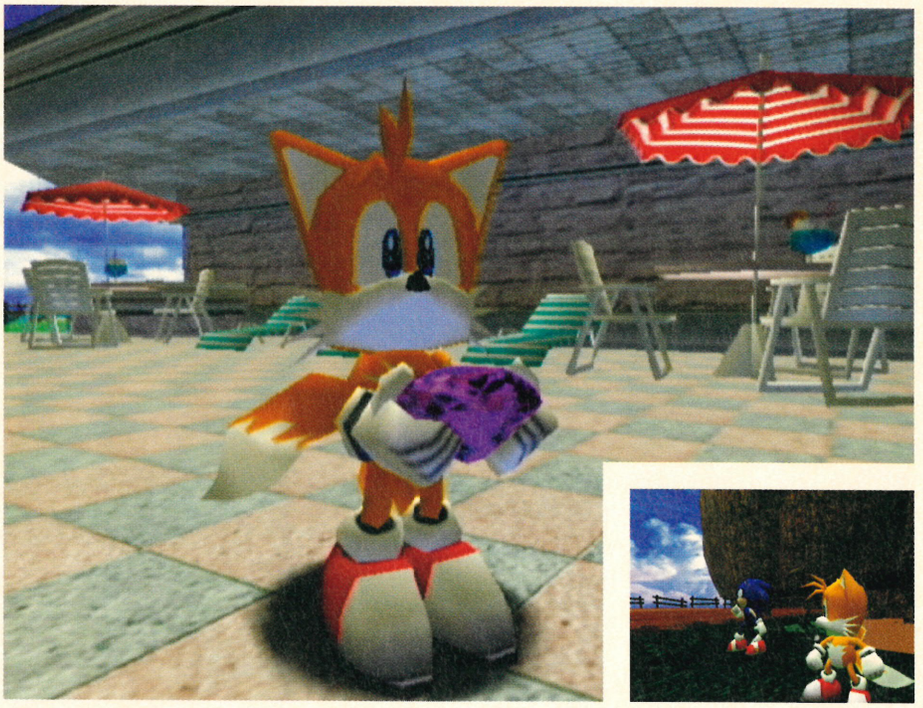
The Adventure Continues...

Although his plane is a mangled wreck, Tails is in pretty fine shape. Taking him back to his hotel for a rest, Tails tells Sonic that he has something rather special to show him that he found on his travels – a Chaos Emerald! Sonic is pretty amazed by this but Tails says that there's more excitement in store if Sonic follows him!

Head back through the hotel from the pool and take the double doors next to the stairs to get out into the main square. Run forwards and run up the flight of stairs to the left then pass through the doors at the top – this is the Station Square train station and you'll spend a lot of time here. By running up the stairs at the back of the station, you can reach the main platform and catch a train to Mystic Ruin station which is close to Tails' house. Once you get to Mystic Ruin, jump off the edge of the wooden platform and take a right turn under the arches of the railway bridge – the flight of stairs in the small cliff lead up to Tails' house so climb them to find your friend. It's not a warm welcome though as Dr Robotnik is waiting for both of you! After telling you of his return, Robotnik will fly off and quickly come back with his first weapon – the Egg Hornet!



BOSS FIGHT Egg Hornet

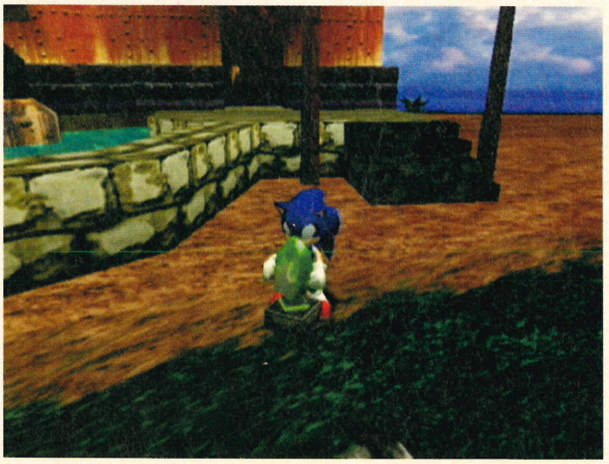
Taking on the Egg Hornet is easy enough as long as you predict his attacks and make the right moves accordingly. Grab some rings immediately and then run in a wide looping circle away from the Hornet as it begins to fire missiles. The missiles will hit the ground at the point where you last stood so if you run in a big circle, all the missiles will miss you and the Hornet will have run out by the time you get back to where you started. At this point Robotnik will back away and then power up his front shield, ready to make a diving attack. Again he will aim at

the point where you were last standing so jump out of the way at the last second so that his spikes dig into the ground and he can't move. When this happens, jump in and use a Spin Attack on the cockpit to cause some damage and make him revert to his missile attacks. You'll need to hit the Hornet three times before it goes down in flames.

The Adventure Continues...

With his Egg Hornet beaten, Robotnik's plans are foiled... or at least Sonic thinks so. But it seems that Robotnik has other ideas – with a quick press of a switch, Tails' Chaos Emerald belongs to the doctor! Suddenly, the water monster Chaos appears out of nowhere and Robotnik gives him the Emerald. With a flash of light, Chaos Zero disappears and in his place stands Chaos One! His plans of world domination laid down for all to see, Robotnik and Chaos both vanish into the distance. What will Sonic do to stop them?

Run over to Tails' house – although your friend isn't there, you will find the windstone crystal sitting outside his front door. Pick this up by walking up to it and pressing the **Y** button then run over to the cliff face near the lake. Set in the cliff on the right is a crevice that you can walk through to find a powerful gust of wind blowing up through the ground. The wind is being blocked by some kind of cover so walk to the left of the vent and place the windstone crystal in the pedestal you find there. This will release the cover, allowing the wind to blow freely.



Now you can jump into the updraft and be blown high into the sky to enter the second level, Windy Valley.

Sonic's Adventure
LEVEL 02

Windy Valley

Target: Get to the Chaos Emerald

When you run forwards from the start, the path splits almost immediately. You can either take the lower route which is filled with enemies, wind vents and springs all leading you to the large vent at the end or you can use the top route. To take this, jump onto the raised platform to the left and use your Homing Spin attack to jump from fan to fan until you eventually land on the same platform next to the large wind vent – this is quicker and gives you an Electric Bubble for your troubles. Go through the checkpoint, down the slope and then run right off the end of the platform. Whatever you do, DON'T STOP RUNNING! You'll run up an updraft of wind and land safely on a grassy ledge above.

Use the trampoline in front of you and let it throw you up three times to get enough height before you move over to the platform ahead. Grab the Ring Pod and jump over to the ledge with the broken bridge

awesome moment

Robotnik is using a water creature called Chaos to defeat Sonic this time!

before running along the next rope bridge – jump before the end to fly up as it collapses then use the Homing Spin attack to collect the Extra Life at the end of the bridge. Now run to the right and let the tornado sweep you off your feet.

In order to escape the tornado you'll have to leap up the various platforms to the very top of it. Run around the bottom level and hit the spring then hold Right on the stick to cut out the whole of the next platform and land by the Boost Pad. Boost through all the pads as you did in Emerald Coast and then when you land, run over and use the trampoline to jump up to the flying bridge. Hit the spring at the end and hold right to hit the next spring before landing on the very top platform. Now head into the small turret at the end and use the final spring to fly out of the tornado.

When you finally land you'll be at the very top of the speed roads. Run along the platforms until you reach the stone brick area – use your Spin attack to break through and find the next section of track. The trick to making it down most of the speed road is to try and stay central so that you don't hit the sides and always hold forwards to keep running at all times. At the bottom of this track you'll hit some springs that throw you up – land on the grassy area and drop down to the next level where a rocket waits for you. Grab the rocket and hold on tight! You'll fly over and land on the next section of the speed road.

Go through the checkpoint and hit the Speed Roller before running right to the bottom of the track and off the end, flying along the updraft onto the grassy tower. Hit the springs and leap up then use your Spin attack as you come down to end up on the highest level of the tower. Run around the ledge, hit the spring and collect the Electric Bubble before jumping onto the very top of the tower – jump into the hole and fly up on the updraft before aiming at the spring directly above the centre of the tower. You'll hit three different springs and then start falling so aim for the platform below and try not to fall off!

Again, you need to run down another speed road and collect a load of rings – if you've still got the Electric Bubble, this is a lot easier. Remember to keep running as you pass through the loops and change the direction you have to press on the stick to run forwards as the camera pans round. At the bottom are some Speed Rollers that throw you up a vertical wall before you run back down it – keep holding forwards to get through this whole section and run along the updrafts at the very bottom. When you can run no further, you'll come down and land on another grassy platform where the Chaos Emerald sits just ahead.

infoburst

Extra information>

> **Believe it or not the word 'Robotnik' comes from the Czechoslovakian word for 'worker'! Now there's an interesting fact!**

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[1] The Windy Valley level is a right roller coaster ride through a bunch of wind tunnels! [2] All the way through the level Tails follows along a few steps behind. [3] Make sure you take your travel sickness pills before playing this!

continued>

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The Adventure Continues...

Once you've got both of your feet back firmly on the ground, head for the train station and take a ride back to Station Square. Run outside of the station at the other end and instead of going back to the hotel, follow the road round the back of the station to find yourself near where you first met Chaos. Right in front of you should be an open manhole – there was a car parked over the top of it originally. Jump down and follow the sewer, leaping up onto the high ledge until you find the Light Shoes just around the next corner. Walk forward and once you've stood on the button, use the Light Speed Dash to follow the line of rings and escape the sewer. Exit through the door to find yourself inside the Antiques Shop near the manhole that you dropped down originally.

If you run back to the hotel in the main square, you'll find that the sliding doors next to the Reception Desk will now open up when you walk up to them. Before you go through them, run up to the second floor of the hotel and power up your Light Speed Dash. Now stand on both switches and release the **B/X** button to fly over to the double doors on the other side which you should run through before they close to collect the Light Bracelet. Drop down and head through the doors to enter a new area of town with a big casino in it – you'll find that there is another

entrance to this area that has opened up under the stairs of the train station. The casino is closed but there's a large button above the doors so stand on the small switch in front of the casino to make a line of rings appear then perform the Light Speed Dash to fly up and hit the button and open the doors. You can now go inside and enter Casinopolis!

Sonic's Adventure
LEVEL 03

Casinopolis

Target: Win enough rings to reach the Chaos Emerald

The level known as Casinopolis is a little different to all the other stages that you'll need to play in order to defeat Robotnik. Rather than racing through the stage collecting rings until you reach the goal at the end, you'll have to earn the Chaos Emerald by winning at the various games scattered about the casino. Small amounts of rings can be found by using a Homing Spin attack

on the fruit machines sitting at the sides of the main area while there is also the odd clusters of rings lying around the place. If you want the big rings though, you'll have to try your luck at a little pinball...

The casino can be divided into five main sections:

The Washrooms

> **The small pink entrance between the fountain and the Collection Room**

This area is home to a small amount of rings and also acts as your starting point in the casino when you finally make it out of the sewers. Just for fun, try making Sonic stand under a shower – the water will start running and the hedgehog will begin washing himself!

The Collection Room

> **The huge entrance with golden Sonic statues outside**

Each time you leave a pinball table with over 100 rings, you'll be dumped in front of the entrance to the Collection Room. Go through the large sliding doors and you'll see an empty room, except for the large red button on a raised ledge in front of you and the Chaos Emerald on a shelf high above your head. By standing still on the button, you call down two huge robotic arms that promptly pick you up and begin shaking all your rings out of you! The rings gather in the empty space below you and slowly mount up as you collect more of them – you'll need to find over 500 rings if you want to pile them high enough to reach the Chaos Emerald.

infoburst
Extra information>

> The very first Sonic game to star Sonic the Hedgehog was on the Sega Master System back in 1991. Anyone play it? No.

awesome moment

Sonic discovers the Casinopolis level – one of the coolest in the game!

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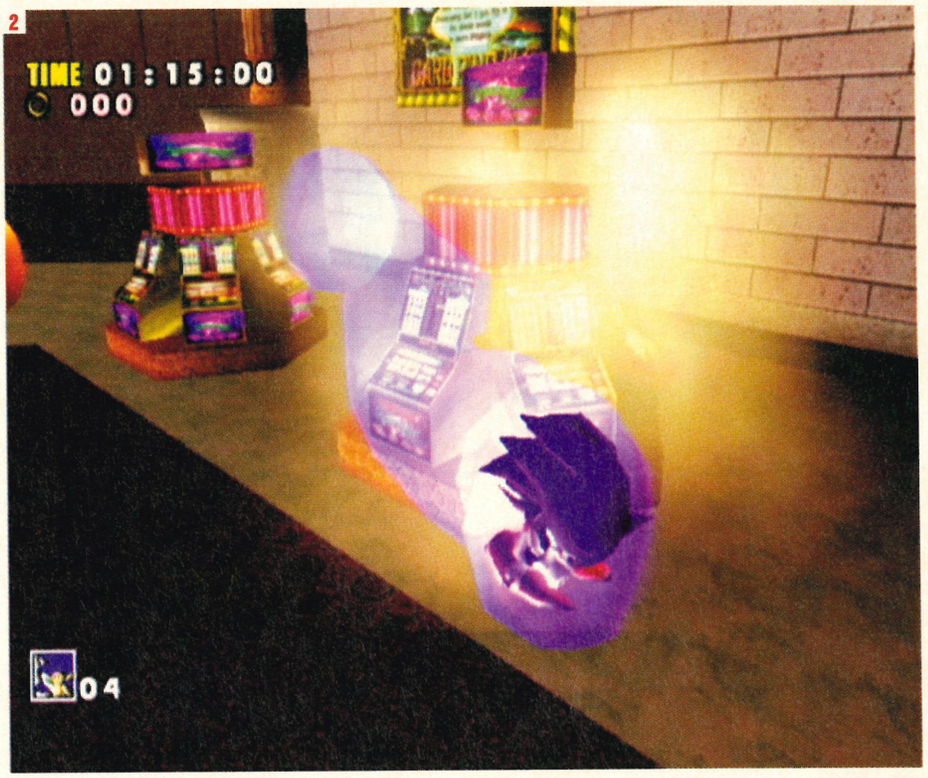


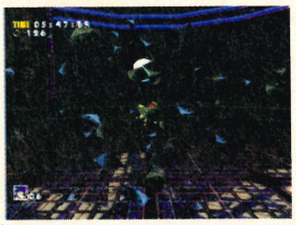
The Sewers

› Lots of slimy water, very nasty indeed!

If you lose all three balls on either of the pinball tables and are carrying less than 100 rings, you'll be dropped into the sewer like the loser that you are! This isn't necessarily a bad thing as traversing the sewers can net you in excess of 250 rings! You have to run through the first section, dodging the Spinas and Spiked Balls until you reach the fan room – when you get here, a huge updraft will form and blow you up to the openings near the top that lead to passages. Follow whichever passage you fancy to reach another fan room and then you'll wind up in the

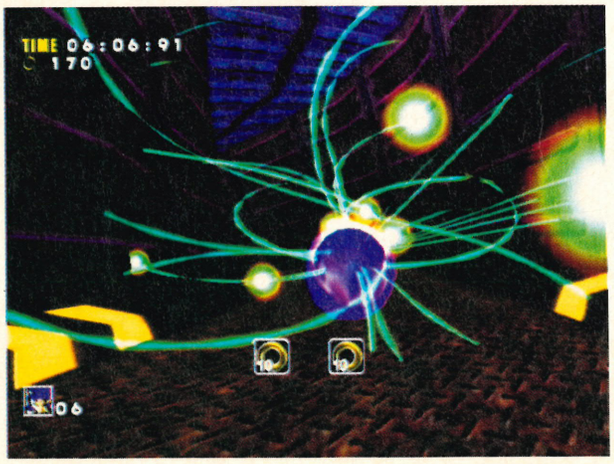
[1] When you end up in the sewer, you'll have a great opportunity to grab loads of extra rings. [2] If you're only short of a few rings, spin into the smaller fruit machines around the edge of the casino.

next part of the sewer. Cross through more murky water and over spikes and Spiked Balls until you find the ladder at the far end that leads up to the Washrooms.



The Pinball Tables

There are two main pinball tables although the controls for both are the same. The top **L** and **R** buttons on the pad control the left and right flippers respectively while the Analogue Stick nudges the table slightly if you're going to lose the ball. Now on to the specifics of each table...



Sonic Pinball

› The large blue entrance

Three-way Passage

There are three passages on the left that the ball can fall through when the ball is either initially launched or fired through the Right Passage. When the ball drops through a passage, a light appears to show that the ball has been there – this light can be moved around by pressing either of the flipper buttons. Lighting up all three passages gives you a reward of 15 rings... cool!

Bumpers

Each time the ball impacts one of the three bumpers in the top-left corner of the table, you'll be given one extra ring.

Targets

Knocking down all three targets on the right-hand side of the table will give you an extra 15 rings as a bonus.

Left-hand Light Switch

If you fire the ball and hit the Light Switch next to the left-hand cover with yellow and

continued›

ontinued >

black warning stripes on it, the cover will drop and you'll have access to the Left-hand Prize Ramp for a limited time only.

Right-hand Light Switch

If you fire the ball and hit the Light Switch next to the right-hand cover with yellow and black warning stripes on it, the cover will drop and you'll have access to the Right-hand Prize Ramp for a limited time only.

Left-hand Prize Ramp

Fire the ball up the left-hand Prize Ramp when it's open to reach the Prize Chute on the right-hand side of the table.

infoburst
Extra information>

> Dr Robotnik has always been a world dominating type. He took over the planet in the Mobian year of 3324!

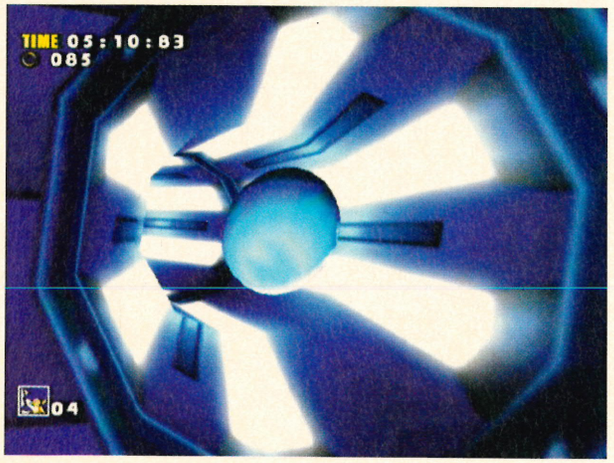
ball over the two bumpers and into the opening when it is facing in the right direction to collect the Ring Pods and Extra Life inside.

Right-hand Prize Ramp

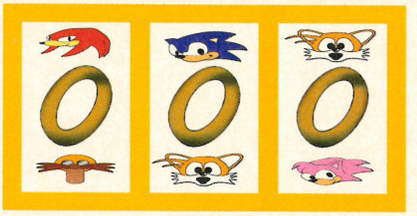
Fire the ball up the right-hand Prize Ramp when it's open to reach the Prize Chute on the left-hand side of the table. The best way to reach the prizes is to hold the stick as far left as you can – you'll go through the opening and around the little slope to drop into the Prize Chute and collect the two Ring Pods and Extra Life inside.

Central Slots Ramp

By firing the ball up the Slots Ramp in the middle of the table, you'll activate the Slot Machine in the centre – by pressing the **A** button, you can stop the reels from turning. Getting any of the following combinations either horizontally or diagonally across the reels rewards you with the following prize...

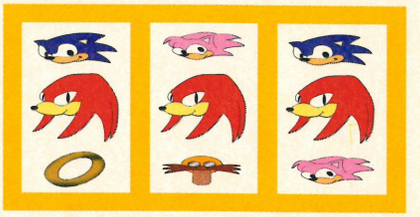


3 x Ring = Ring-3K



Gives you 15 rings with no hassles, guaranteed! It also lights up the right passage for a limited time – each time you fire the ball up this passage while it's lit will give you another 15 rings.

3 x Knuckles = Shining 'K'

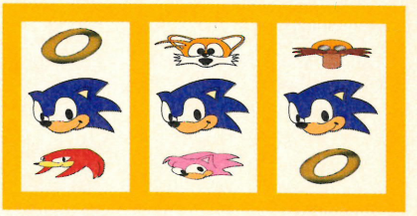


Gives you 15 rings and lights up the left-hand Light Switch for a limited time. If you manage to hit this, the Right Passage will light up for the time remaining and you can hit the ball up this for a reward of 30 rings a time!

3 x Tails = T-Kickback

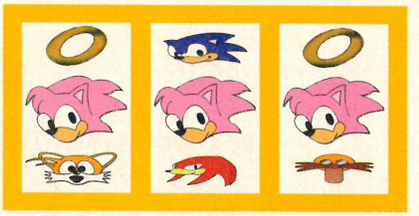
Activates the Kickback bumper in-between the flippers at the bottom of the table – you'll be unable to lose the ball down the centre for a brief time, but the side passages are still open so be cautious. Also gives you 15 rings into the bargain and lights up the middle of the three passages in the top-left corner. Each time you fire through it, you'll get another ten rings!

3 x Sonic = Speed Star



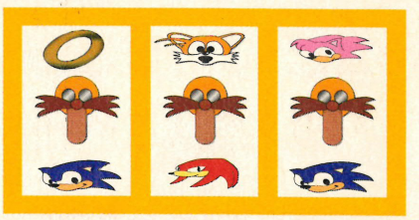
Not the easiest of prizes to win but you can do it if you try. Getting three Sonic symbols gives you a large amount of rings to begin with and then lights up both of the Prize Ramps. You now have to open these by hitting the Light Switches before launching the ball up the two ramps. If you manage this then you've pulled off possibly the hardest feat on the whole table.

3 x Amy = Blue Rose



Possibly the hardest prize to get, simply because there is only one Amy symbol on each reel! When you do finally manage to get her, you'll be given an absolute ton of rings as your prize! The targets on the right will also light up and every time that you knock them all down, you'll get more rings.

3 x Robotnik = Final Eggman



It might seem bad to get Dr Robotnik but you can make up for it later. When Final Robotnik appears, you'll lose a whole ton of rings but once that's done the central ramp will light up for a brief period. Every time you fire the ball up here during this time, you'll get ten rings back, so it isn't all that bad!

CHEAT Win Every Time!

> Okay, so we admit that getting the prizes on the Slot Machine is a little hit and miss but we've managed to find a way that you can make sure of getting a special prize every time!

Although it takes a bit of practice to get it right, once you've given it a try you can be a winner! When you get the ball up the centre ramp and start the reels rolling, pause the game. Now hold the B and Y buttons at the same time and you'll get a 'clean pause' that allows you to see the full screen without any obstructions. To get what you want on each reel, quickly unpause and re-pause the game by pressing the Start button twice quickly in succession while still holding the B and Y buttons. This will result in the reels moving around very slowly so watch for the symbol that you want to come round. Keep moving the reels until the correct symbol is positioned just above the top line of the reel window. In order to get it on the middle line, you must unpause the game and IMMEDIATELY press the A button to stop the reel.

Carry on using this method to get all three symbols matching on the middle line – as we said, it can take a bit of practice but is well worth it in the end!

NiGHTS 'Cards And Pinball'

> The large purple entrance

Anyone who used to own a Saturn will know exactly what's happening here – it's a pinball table based around the character NiGHTS! Although there's plenty going on here to keep you occupied, it can get a little complicated what with having to cope with two tables AND a special area at the same time. Still, if you can get your head around it you'll have a whale of a time!

The NiGHTS Table

Three-way Passage

There are three passages on the right that the ball can fall through when the ball is either initially launched or fired through the left passage. When the ball drops through a passage, a light appears to show that the ball has been there – this light can be moved around by pressing either of the flipper buttons. Lighting up all three passages gives you a prize of ten rings.

Bumpers

Each time the ball impacts one of the two bumpers under the three passages in the top-right corner of the table or the two at the bottom, you'll be given one extra ring. Hit them enough times in succession and you'll get a bonus of ten rings.

Targets

There are three pink targets placed on the left-hand side between the Left Passage and the Central Ramp. Knocking down all three targets will give you an extra ten rings as a bonus.

Central Ramp

Firing the ball up the central ramp guarantees you one Playing Card and drops the ball back down by the left flipper. Other than that, you don't get anything for this ramp... what a rip-off!

The Gateway

Placed at the very back of the table is The Gateway – this leads to the Nightmare table and can only be entered via the Right Passage. It's closed for most of the time but you can open it by 'collecting' the various picture Playing Cards scattered around the table. You have to match the pictures on the cards up – to collect a card, simply fire a ball through it and the card will spin round, before appearing on the bottom-right of the screen. Losing the ball loses you all of your current cards and you can hold five cards at a time before they all reset so try to get matching pictures to get the following results...

Two Matching Pictures

One Pair: When you get One Pair, you'll receive a bonus of ten rings and The Gateway will open to the Nightmare table.

Two Sets of Two Matching Pictures

Two Pair: If you manage to match up two different sets of pictures to get Two Pair, you'll get a 15 ring bonus and open up The Gateway leading to the Nightmare table.

Three Matching Pictures

Three Card: Upon getting Three Card, you'll be given a 20 ring prize and the Left Passage will light up for a short period of time. Firing the ball up through the passage will reward you with ten rings each time and when the timer finally runs out, The Gateway will open to the Nightmare table.

Four Matching Pictures

Quad Card: Very hard to get unless you get lucky on the Nightmare table, Quad Card will give you a huge mass of rings to keep and light up the three pink targets on the NiGHTS Table for a short time. Each time you knock them all down, you'll be given even more rings... lucky you!

The Nightmare Table

Even though there appears to be a lot going on here on the Nightmare table, you'll find that besides being covered in Playing Cards (which makes picking which ones you want even more difficult) it's actually rather bare.

Super Looper

Fire the ball up the far left side of the table and it will take off into the air. At this point, the ball will either spiral round and land back on the right-hand side of the table or fly off into the distance depending on how hard you hit it. If you receive the latter, you'll go for a ride with NiGHTS through the last level of his original game! It looks snazzy but what do you get for doing it? Well, nothing actually... sorry!

A-Life Plain

When you eventually lose the ball on the Nightmare table, you won't have to start from scratch – instead, you'll jet down a tunnel back to the NiGHTS table via the A-Life Plain. This is also based on one of the levels from the game 'NiGHTS – Into Dreams' and look rather fabulous as you fly around it. Although it's quite tough to do, you can steer the ball around a bit by means of the top **L** and **R** buttons – however, it doesn't alter your path all that much. The interesting thing is that if you manage to steer the ball directly underneath the gazebo in the middle with NiGHTS above it, a small fanfare will sound and a glowing ball will appear on one of the five pillars under the canopy. Getting all five balls is virtually impossible though – if you can do it, you truly can call yourself a NiGHTS Pinball champion!

infoburst

Extra information>

> *NiGHTS* was a cool game on the Sega Saturn and Sonic Team are rumoured to be working on a sequel for the Dreamcast. Cool!

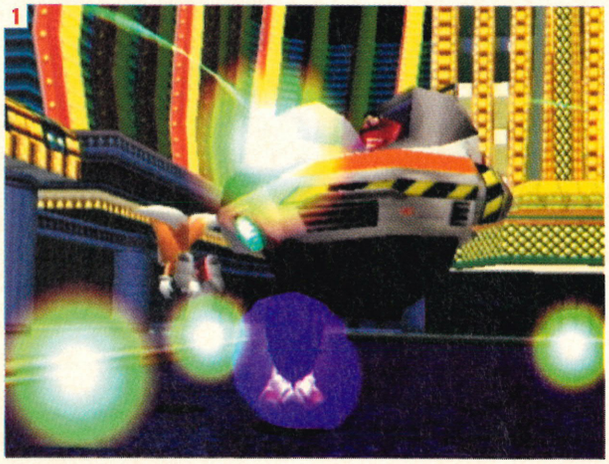
continued>

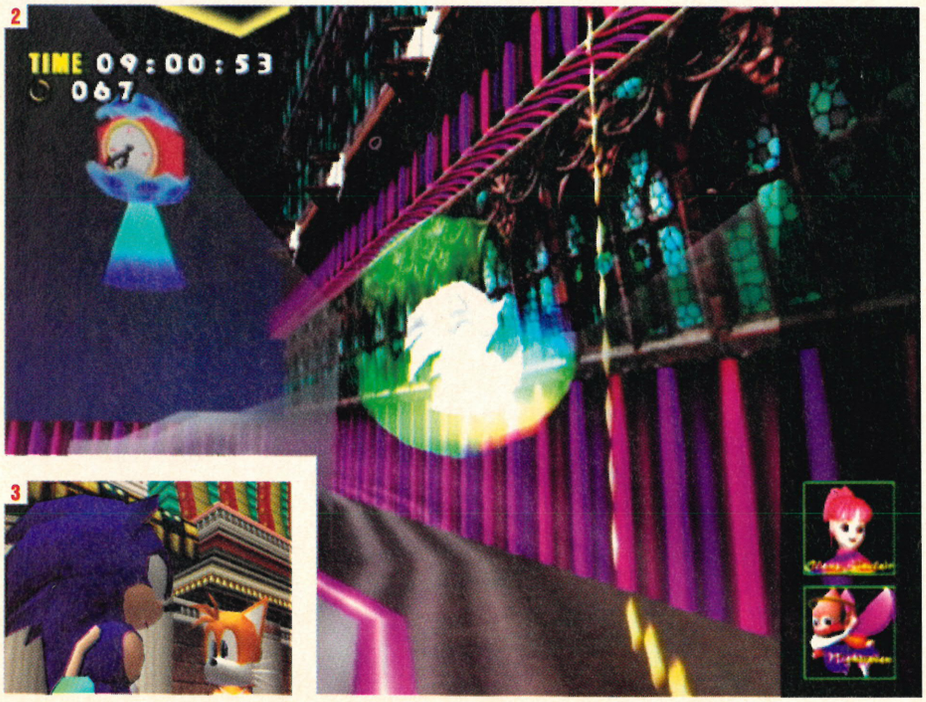
ntinued>

The Adventure Continues...

Sonic and Tails emerge from the Casino victorious and happy with their winnings – another shining Chaos Emerald! Before they can bask in their own glory though, Dr Robotnik shows up to spoil the party, as well as nick the Chaos Emerald and put our two heroes to sleep with some knockout gas! They wake up the next morning and decide not to be too downhearted, but continue with their mission of finding the Chaos Emeralds.

Run into the short alleyway near the casino and pick up the Snowflake Crystal that appeared there before Robotnik attacked you. Take it with you up the stairs to the train station and ride over to the Mystic Ruin – when you get there, the cliff in front of the station will mysteriously blow open revealing a new path. Run down it and leap into the gust of wind to fly up to another level, then run along the new tunnel and stop outside the ice doors. Use the Snowflake Crystal on the pedestal at the side and the door will open – go inside and jump over the pool of icy water to find a ladder that leads up to the Icecap.





[1] Watch out Sonic – here comes that nasty Dr Robotnik! [2] The pinball tables in Casinopolis are so addictive, you'll be playing them for hours! [3] No time to stand around – there are Chaos Emeralds to find!

Sonic's Adventure
LEVEL 04

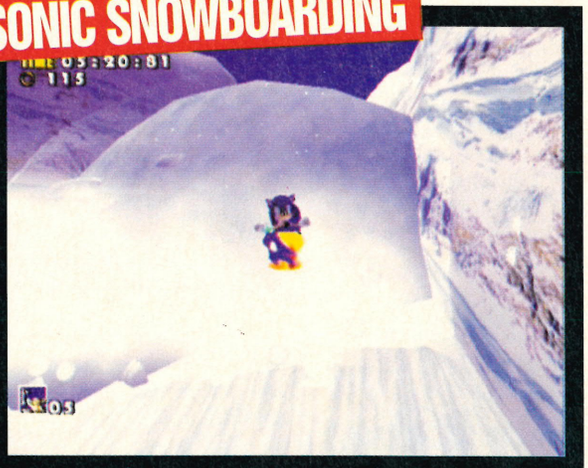
Icecap

Target: Find the Chaos Emerald at the bottom of the mountain

Run forwards and grab the rings but watch out for the Freeze that sits just ahead – you don't want to be a Sonic popsicle! Hit the Speed Rollers at the end to fly down the tunnel and end up on the main slopes of the mountain. Hit the spring ahead to get onto the high ledge above and run through the arch to enter the mountain. Boost up on the spring ahead and grab the icicle then turn and aim at the next icicle along before pressing the **A** button to jump to it. Continue this tactic until you get to the platform on the far side then jump up and follow the ledge to hit the spring. Go through the arch ahead and use the rocket to fly over to the other side of the mountain before going through the next arch.

Hit the checkpoint at the end of the tunnel and drop to the bottom. Kill the Flame Snake and turn around to find a spring that will throw you up to the level above. Jump over the spikes and

SONIC SNOWBOARDING

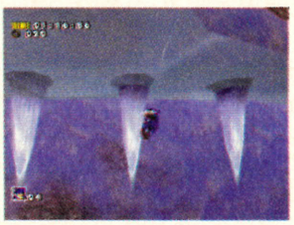


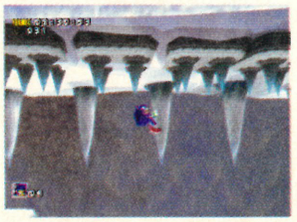
Through the next tunnel, you'll crash through a gate and emerge on the steep slope that leads to the bottom of the mountain. You've arrived at a rather bad time though – there's an avalanche coming right for you! Sonic jumps on board the snowboard that just happens to be waiting for him and then the race is on to get to the bottom of the mountain before you get crushed. To start with you'll be facing uphill watching the avalanche gaining so just steer back and forth, trying to get all the rings and holding down to keep the speed up. After the fourth jump the view will switch to facing downhill, making control much easier. Don't worry too much about crashing into ice formations as they can't hurt you – just try to stay away from the walls and more solid objects like trees and gates. Also, make sure that you hit as many of the orange ramps as you can as these give you a massive speed boost – ride up the ramp and press the **A** button at the end of it to go flying and perform a really impressive stunt! Don't panic that Robotnik's forces try to attack you halfway down as they can't hurt you – just go for the Chaos Emerald at the bottom of the mountain!

awesome moment

Sonic gets a rather nasty surprise outside of Casinopolis. To the Icecap!

hit another spring then cross the icicles in the same way that you did before – try not to fall though as there are lots of spikes below! Climb the next set of steps and hit another spring then cross the icy section and drop down. Hit the second spring (the first takes you up to the exit but you can't open it yet) and fly up to the high ledge above then hit the Speed Roller to reach the icicles, using these to get to the platform on the other side. Hit the spring and press the button on the ledge above to create an ice bridge – don't stand still on it though as it collapses underneath you. Hit the checkpoint at the end and run up the slope to find another Speed Roller that takes you through a loop to a Boost Pad. You'll need to hit all of these pads because if you miss one, not only will you fall back down to the bottom but you won't be able to open the exit! As you bounce from pad to pad, the impact knocks the big icicles from the ceiling and gives you a path over to the now-open door on the other side of the room.





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Extra information>

> When you're speeding down the hillside on your snowboard, holding forward on the analogue stick gives you a bit of extra speed!

The Adventure Continues...

Once you emerge from the frozen Icecap, run back to the main area of the Mystic Ruin where Tails' house is. Leg it over to the small lake near the cave entrance and you'll meet Knuckles – he's not too happy about seeing you though. In fact, he accuses you of stealing all the Chaos Emeralds! Make him see sense and give him a quick smack!

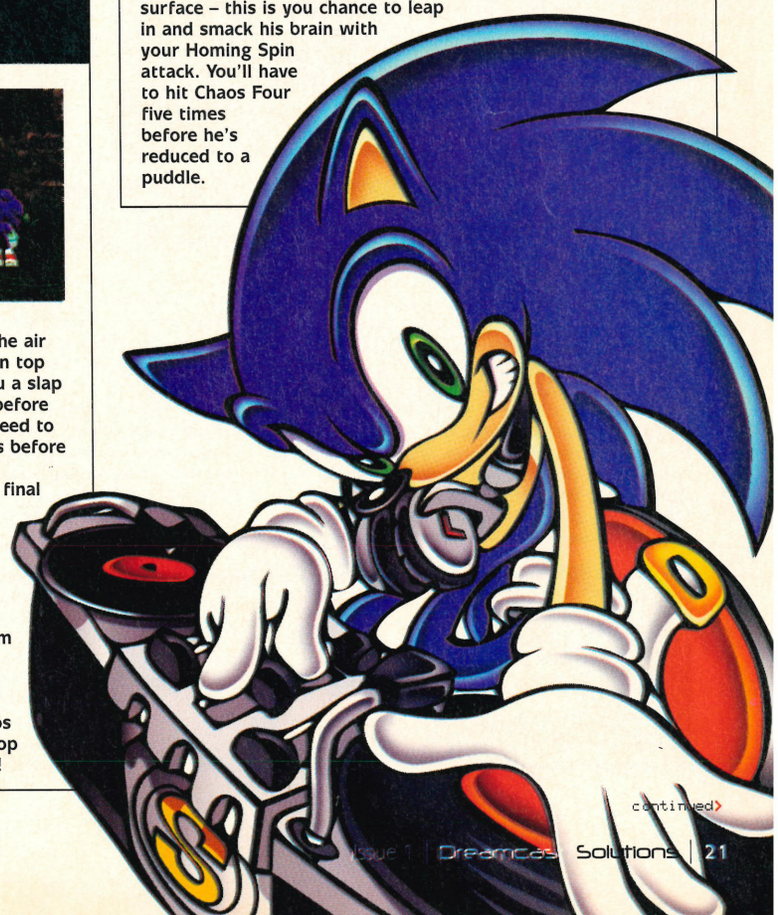
BOSS FIGHT Knuckles The Echidna

> Not exactly the toughest battle in the world but Knuckles is quite a sly little fighter so you still need to be on your guard. Collect some rings and try to steer clear of him as he goes for his Thrust Attack or you'll get thrown back by the force of the punch. Jump in and hit him with a Homing Spin attack and then stand back – you can't hit him again until he stops flashing. If both of you go for an attack together then neither will be hurt so wait for him to attack and leave himself open before you go for a hit from the side or rear. When he's down to his last ounce of strength, Knuckles will fly up in the air and try to glide down on top of you before giving you a slap so dodge to avoid him before hitting him again. You need to hit Knuckles three times before he goes down.

As Sonic delivers the final strike, Knuckles rushes in and the pair collide with such force that Sonic drops his Chaos Emeralds. Suddenly, Dr Robotnik appears from nowhere and grabs them before feeding them to Chaos Two – he disappears in a flash of light and becomes Chaos Four! Sonic needs to stop him before it's too late!

BOSS FIGHT Chaos Four

> Grab the rings nearest to you once the fight begins and then leap from lilypad to lilypad to stay out of the way of Chaos Four. Although dropping into the water won't hurt you, it'll slow you down a lot and if you sink too far you might drown so try to avoid it if you can. Chaos will swim about and knock the lilypads out from under you – sometimes he'll take out one at a time, starting with the one you're standing on and occasionally he'll take out a whole section of pads with one swift backflip. When he does this, jump into the air to avoid the hit. If you see a flash of pink light appear around Chaos, make a quick jump towards him so that you travel over the energy beam he's going to throw in your direction. His final big attack sees the four Chaos Emeralds leaving his watery body as he transforms into four huge globes of water. These will bounce towards you one at a time so keep moving to avoid them or you'll get a little more than wet. When eventually he stops attacking he'll rise to the surface – this is you chance to leap in and smack his brain with your Homing Spin attack. You'll have to hit Chaos Four five times before he's reduced to a puddle.



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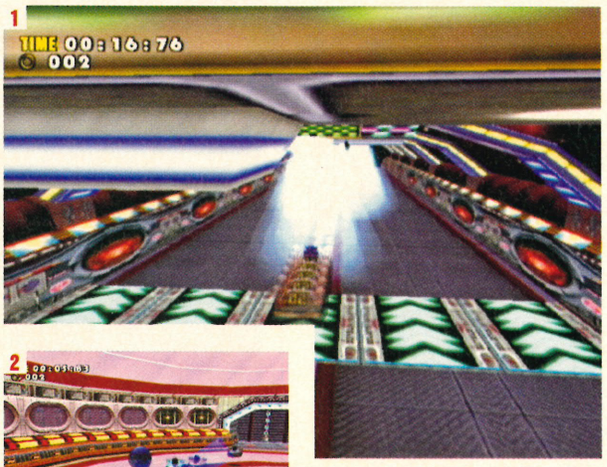
The Adventure Continues...

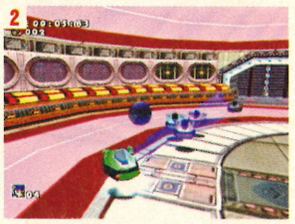
Just when you thought you'd done enough to stop Dr Robotnik, he pulls another card from his sleeve – his gigantic Egg Carrier! After it emerges from the clouds, a tractor beam takes both Robotnik and Chaos up into the craft before it flies away. Sonic, Tails and Knuckles realise that something has to be done to stop Chaos from destroying everything – Sonic has got to get those Chaos Emeralds back!

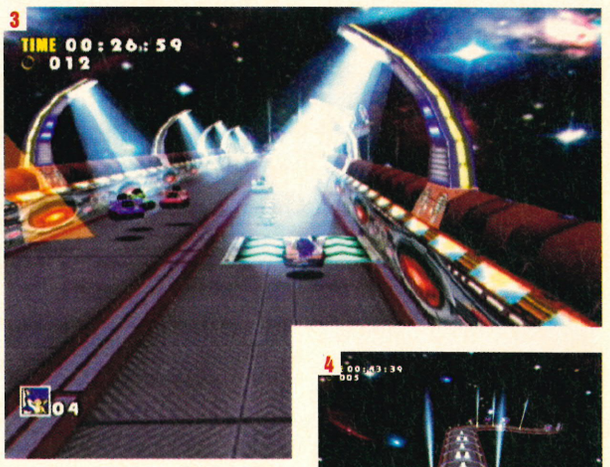
Turn round and run over to Tails' house – when you get there he'll ask you to wait outside while he prepares a surprise. It's a surprise all right because the whole cliffside turns into one giant runway for his new bi-plane! Jumping on board, Sonic goes wing-walking on Tails' plane as they chase the Egg Carrier and those precious Chaos Emeralds!

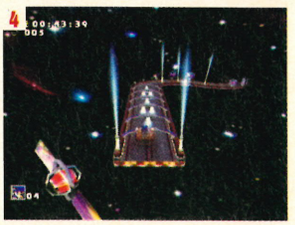
The Adventure Continues...

The Tornado falls out of the sky and Sonic manages to jump free to save himself injury. After a bit of a rough landing in the sand of Emerald Coast, you wind up back by the swimming pool of the Station Square hotel. Go through the hotel and back to the part of town where the casino is to meet Amy Rose, Sonic's girlfriend (or at least, she likes to think so). When you've met her new feathered friend run back through the hotel to end up by the ocean in front of the train station. Across the road from here is the entrance to Twinkle Park, something Amy cannot resist. Unfortunately, Robotnik's robot guard Zero can't resist getting his hands on Amy and he follows her as she goes inside! Sonic chases both of them and finds himself inside Twinkle Park.









[1] This is the entrance to the Bumper Car track – make sure you hit the booster for a flying start! [2] Destroy all the drone cars before jumping in one yourself to make sure they can't ram you. [3] Watch for the cars that will try to slam into you on the track itself! [4] It's a big jump so hang on to your hats everybody!

Sonic's Adventure
LEVEL 05

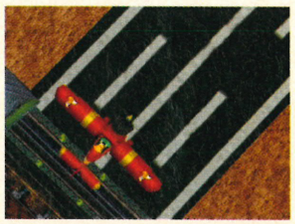
Twinkle Park

Target: Rescue the animals at the end of the park

This level is split into two distinct locations that require different tactics: the Bumper Car track and the Twinkle Park. As soon as you begin the stage, you'll find yourself in the Bumper Car Pool where all the cars gather before the race. Unfortunately there isn't a spare one for you so you'll just have to car-jack one – use your Homing Spin attack and take out as many of the other drivers as possible (make sure you've collected a few rings) and then press the **A** button next to an empty car to jump in. The **A** button is now the accelerator so put the pedal to the metal and speed through the large archway that has now opened up across from where you started.

Although the Bumper Car section is relatively easy to complete, a few simple guidelines should be understood if you want to get through. Firstly, try to stay in the middle of the track at all times unless you know there is some kind of obstruction ahead such as Kikis or other cars. If you stay in the middle then there is less chance of hitting the sides and slowing down as well as being able to react quickly and collect a lot of the rings. Next up is the powerslide technique – if you want to turn a corner sharply, just let go of the accelerator as you take the corner to make your turn more effectively. Again, this is useful to prevent hitting the sides and slowing down. As you might have guessed, the third tip is DON'T SLOW DOWN! Slowing down only makes you more vulnerable to being hit by other cars as well as meaning you're unlikely to make it over the jumps over the large holes in the track. Stick to these rules and use the small ramps to fly up and grab the floating Ring Pods to get to the end of the course safely and in good time.

Once the race is over, jump down the small hole when you've left your car to drop into the roller coaster and enter Twinkle Park properly. You'll go for a short ride along the track before arriving in the station at the other end, at which point you'll jump out and fall down another hole to the main level. Run through the checkpoint, ignore the Kikis on barrels and head for the first bowling alley.



SUB-GAME Sky Chase Act One

> Target: Catch the Egg Carrier

Unless you're really careless, you'll be able to breeze through this section of the game with ease. The object of the sub-game is to reach the Egg Carrier without getting knocked out of the sky by the various craft and missiles that are launched at you. To stop them hurting you, you're armed with a Rapid Fire Machine Gun and this has two methods of use. The first is simply to spray the enemy liberally with bullets by pressing the A button repeatedly – while this has its merits, you'll find that you don't hit many enemies this way. The more effective form of firing is the Lock-On method. By holding down the A button, you can move the targeting cursor over your chosen target and 'lock-on' to it before releasing the button to fire the shot. Thankfully, you can target more than one enemy at a time so try to get as many as possible before launching your bullets in order to take out the most nasties in one sweep. When you finally get close enough to land on the Egg Carrier, a nasty surprise waits for you – Dr Robotnik activates the main gun of the Carrier and it blows the right wing from Tails' Tornado plane, sending it hurtling to the ground.

HEDGEHOG BOWLING

> Not really a mini-game as such but it's still a laugh! When you step between the rollers, they'll close in and start to turn back and forth. This is your aim so press the A button when the rollers are lined up with the pins at the end and then hold forwards on the stick to keep the speed up. You can still adjust the aim but it's not easy to hit the pins if you do – the main idea is to get a strike! If you manage it then a fanfare will play and the door at the end will open, revealing loads of rings pouring out of a giant crown but if you fail... well, you'll walk away with absolutely nothing!

awesome moment

Robotnik makes his escape aboard his Egg Carrier. Go and chase him, Sonic!

5

6

7

[5] Try to collect all the Ring Pods as you race along the track. [6] Don't worry about steering through the loop – it's all automatic! [7] The roller coaster is great but make sure you're not sick on it!

Out of the bowling alley, run forwards past the inflatables and cross the pool on the other side – watch out for the Pond Skimmers though. Hit the next checkpoint and avoid the inflatables again to enter another bowling alley. When you've cleared this, climb the stairs and kill the Kikis before entering the merry-go-round area – you need to clear this room quickly to avoid the Spiked Balls that are moving in the opposite direction to the travelling floor. Pass through the next checkpoint and run down the stairs to the grassy pool area before hitting the springs on the other side and flying up to the platform above. From here, run up the rooftop on the left and over the barrels to drop down the slope and hit the Speed Rollers to fly up the other side of the slope and land in a shallow pool.

You have two routes from here – either across the pointed rooftops to the far side where there's a line of rings that you can cross or falling down and climbing the hill littered with Spiked Balls that leads past some Kikis on barrels to two spires that have to be jumped between. Both paths end up by the checkpoint at the very top so hit it and then use the spring on the right to leap over to the floating platforms. Collect the Extra Life behind you and then jump between the platforms to the sloped rooftop ahead. Walk along and stand next to the button then hold down the B/X button to activate your Light Speed Dash – the sparks will activate the button and create a line of rings for you to follow. Quickly drop down and chase the rings then do the same for the next button to get around to the other side of the rooftop. Hit the spring at the far end to boost and hit four more springs before you end up in the main courtyard of the park. From here you just need to run up the stairs and hit the plunger through the archway to free all the animals and finish the level.

The Adventure Continues...

Back outside of Twinkle Park, Amy has disappeared and Sonic hasn't got a clue as to where she might have gone. Run forward and pass through the double doors to get back outside then use the lift to go back down into the square. Outside the hotel is a small patch of grass – if you check it out, you'll find a security card waiting there for you to collect. Pick it up with the Y button and run over the to garage shutters to the left of the Twinkle Park lift. When you get close, the words 'ID Confirmed' will appear and the doors will open – you can now use either of the lifts to go down and take a trip along the Speed Highway.

Sonic's Adventure

LEVEL 06

Speed Highway

Target: Rescue the trapped animals at the end of the highway

The first half of this level is a mixture of running very fast along some winding roads and jumping across lifts and walkways. From the start, run forwards and hit the Speed Rollers then just keep running, trying to stay in the middle of the road to prevent slowing down and possibly falling off into the abyss below. Carry on hitting the Speed Rollers to boost through the loops and you'll eventually fly off the end and land on a platform below. Quickly head forwards from here and use the spring to get onto the glass platform above before using the lift to get to the next section of road.

Hit the checkpoint and use the Speed Rollers to fly down the track and along the side of the building. Fall down and run past the two Unidus robots there until you get to an open area at the base of a bell tower. Avoid all the police cars there and head for the stairs on the right of the tower – climb them and go under the bell (ringing it if you want some extra rings) and onto the next track section. Hit the Speed Rollers and run through the tunnel before hitting the next Speed Roller and running into the Roller Lift that throws you onto the highway above.

Run along the highway, using the smaller ramps to reach the higher sections of track if you wish, until you reach the next set of lifts. Climb aboard to reach the top section and walk carefully along the thin walkway to the other side. Drop down and turn right, hit the Speed Rollers and use the Roller Lift at the end to get onto the helipad. When you approach the helicopter it will take off so jump at the skids and you'll grab on to take a ride to the helipad on the other tower. Go through the checkpoint and turn left then run to the end and grab the rocket to boost up to the highway section placed high above your head.

Hit the Speed Rollers and keep running straight – don't worry that the road bends round as you won't fall off unless you swerve everywhere.

SECRET SHORTCUT

When you hit the Speed Roller and run up the side of the building, instead of falling down you need to run upwards while avoiding the barriers. Near the top of the building is the entrance to a long, speedy highway that cuts out a great deal of the stage and takes you to the Roller Lifts ahead.

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Extra information

Speed Highway is one of the nastier courses simply because it's so easy to fall into the abyss below! Keep your cool and you'll survive.

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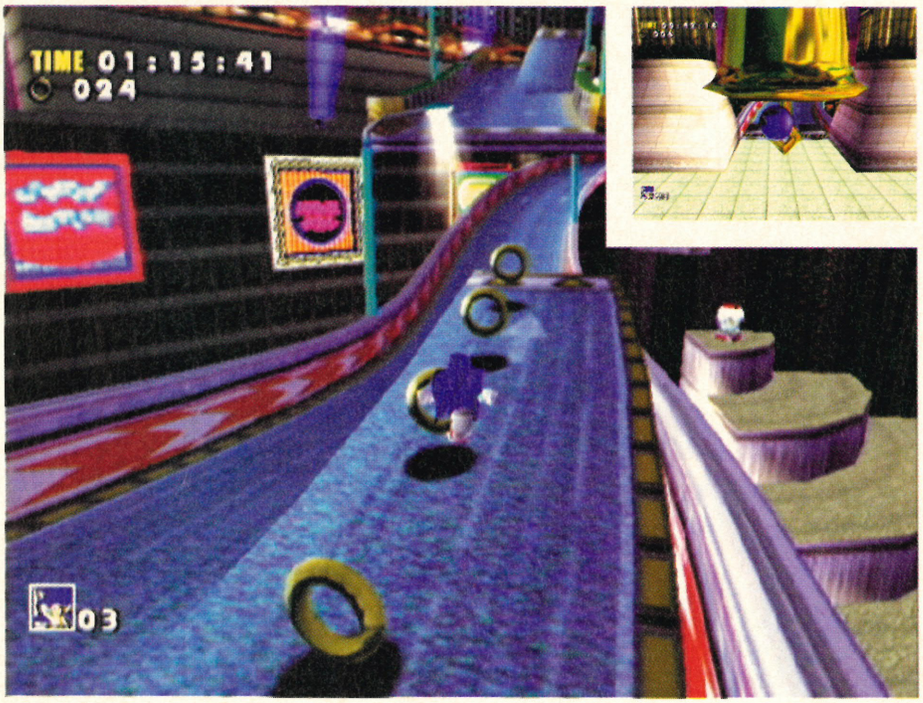


At the far end you'll be thrown up into the air and fall down into a deep hole. Land on your feet and take the opening on the right to end up back on the highway then run along and hit more Speed Rollers to reach another open area with more police cars to avoid. Use the rocket at the end to get into the passage at the very top of the building and enter the next area of the level.

When you walk forwards and stand on the glass, it'll shatter beneath your feet and you'll have to run down the side of the building. Jump to avoid any of the oncoming barriers and try to collect as many of the item pods as you can. You'll smash through some more glass, at which point you'll enter a building and have to dodge all the pillars in your way which can be quite tough. At the bottom there's more glass and then you'll fall into a room with one door out of it that leads to the streets.

Run forwards and hit the Speed Roller on the right to avoid the police cars and run up the side of the buildings, ending up on the rooftops. Fall down to the left just ahead to land on the top of the glass-roofed arcade but stand still for too long or the glass will shatter. Turn left out of the arcade and run straight through the tunnel, sticking to the right-hand side so that you catch the spring in front of you to get back up to the rooftops. Run down the narrow alley, turn left and hit the Speed Roller on the ledge to catch a spring and fly through a passage in the wall, leaving you near the end of the level. Run forwards and follow the wall as it bends left to find another spring that throws you into a tunnel in the side of a building – follow the tunnel and hit the spring at the end, holding down on the stick to fly into the fountain. You'll ride up on the water jet, at which point you need to push the stick forwards as the camera swings round so that you land on the high platform with a bell near it. Run under the bell to find the plunger that you need to push if you want to finish the level.

The Adventure Continues...

When you leave the Speed Highway you'll find yourself back outside with the part of town where you first met Chaos. Amy is still nowhere to be found but Sonic isn't going to give up – he knows she's involved in this whole plot of Dr Robotnik. Run through the hotel to the area of town where the casino is to realise that your suspicions were right – Zero has captured Amy and is taking her away! Head for the train station and ride the train to the Mystic Ruin where you'll find Amy being held hostage by Zero. Sonic will go to hit Zero when all of a sudden the Egg Carrier appears over the horizon and beams up both Zero and Amy before disappearing into the clouds! Things are not looking good for Sonic...

Go back through the cave opposite the train station and through the air vent to get back to the tunnel leading to the – this time though, run past the doors and down the tunnel to the other end. The door here is now open and leads out into the glade where the Floating Island sits. Dash over to the bridge connecting the island and the land to find the Light Upgrade on top of a rock before running back and looking for a small gate set in the side of the cliff. Use your new Light Dash Attack to destroy the Kiki in the cage – this causes the gate to open and you can take the path up to Red Mountain.

Sonic's Adventure
LEVEL 07

Red Mountain

Target: Chase Robotnik in his Egg Carrier to the top of the mountain

You enter the level as the Egg Carrier disappears around the side of Red Mountain. You'll have to chase it up the side of the mountain so run forwards and avoid the Kikis throwing bombs before grabbing the rocket ahead. When you let go, make sure you hold forwards to land on the platform below before running past the Spiked Balls and crossing the monkey bars. Dodge the two Spinas and run up the ramp, killing the Kiki and hitting the spring to fly up to the next ledge. Cross the walkway and pass the checkpoint then ignore the launchpad as there's no rocket on it. You need to run under the Spiked Ball and hit the button on the other side before coming back and using the rocket that now sits on the pad.

At the top, hold forwards again to make sure that you land on the platform and then cross the monkey bars, watching out for the Kiki sitting on top of them throwing bombs at you. Run up the stairs and round the corner, dodging the Flaming Unidus before crossing the collapsing floor and using the spring at the end to jump up to the ledge above.

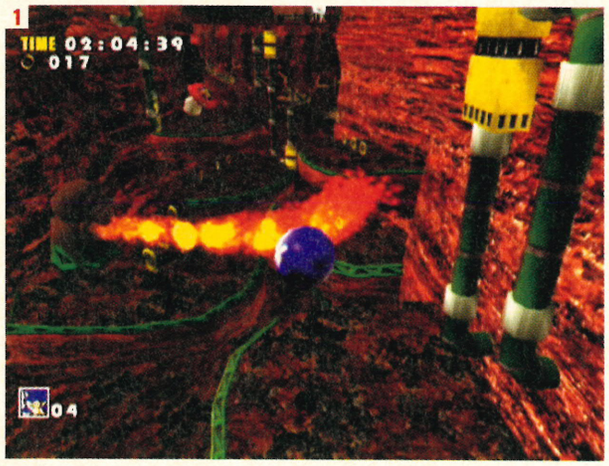
Kill the two Spinas waiting for you at the top then cross the rope bridge (hitting the checkpoint as you go) to get to the other side. Watch out as you

SECRET SHORTCUT

> There are two main shortcuts at the start of the level. When you grab hold of the first rocket at the base of the mountain, hold the stick to the right as you let go so that you land on the higher platform with the spring to find the first. The second is just ahead of this – when you fly up with the second rocket, use the boxes to the right of where you land to jump over to the spring then leap up and hit another spring to cut out the whole first section of the level.

awesome moment

Chase after Zero and head for Red Mountain but get the power-up on the way!



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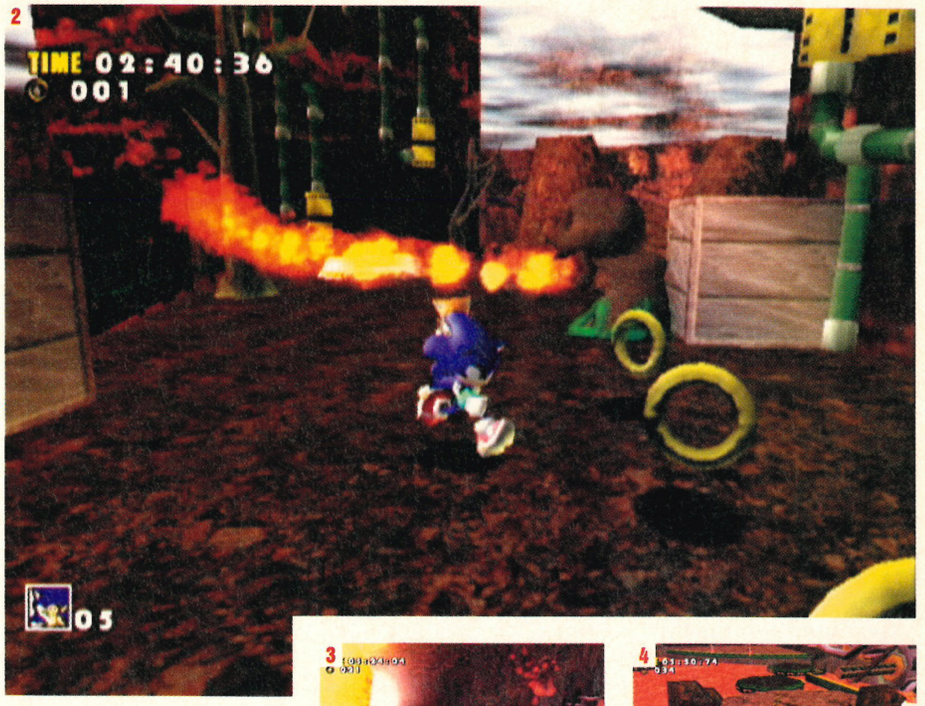

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[1] Time your jumps to get past the flame jets without getting burned. [2] Rings are a hedgehog's best friend so make sure you're carrying some! [3] Watch out for the mini-volcanoes as you run through the inside of the mountain – that lava's hot! [4] The Flame Unidus is a dangerous enemy. Get rid of them as quickly as you can!

walk along the next section covered in Spiked Balls – there are jets of steam that come out of the floor and can send you flying forwards! One such jet catches you as you reach the end of the ledge so jump beforehand and use the Homing Spin attack to get the Extra Life ahead. Now hit the spring and cross to the platform below, avoiding the Flaming Unidus and then run forwards and jump on the raised metal platform to use the Death Slide to the bottom of the mountain again.

Hit the checkpoint and jump across the ledges until you get to the spring on the higher ledge at the end. Use it to boost off of another spring and reach a ledge at the top then run over the collapsing floor and stop on the other side. There are two Spinas hovering on the left – use your Homing Spin attack to bounce off them and hit the Extra Life pod to land on a small ledge. Jump along the next two ledges and use the Boost Pad at the end to fly along until you reach another solid platform. Again, use the Homing Spin attack on the Spinas here to cross to the other side and then hit the springs to jump onto the yellow tilting platforms.

Make your way up the yellow platforms and then hit the checkpoint at the top, crossing the collapsing walkway and killing the Spina as you go. Dodge the flame jets coming out from the sides and cross the rope bridge before running down the green metal platform and bouncing over on the springs until you get to the large hammer at the bottom. Hit the button under the hammer as it lifts for another strike and then use the rocket that has appeared to fly up to the lava pool above. Hit the checkpoint, kill the Kiki and use the small sets of monkey bars to cross the pool before using the next Death Slide to reach a hole in the ground that you should fall into.

infoburst

Extra information>

> Don't worry too much if you fall into the lava inside the mountain. Jump onto the nearest platform and grab some rings to recover fast!

Once inside the mountain, run down the passage and climb the green ramp to pass through a small opening above and collect some Running Shoes. Continue running down the passage and along the sloped path until you get to the end – from here, you should look left and grab the Extra Life on the far side before turning right and hitting the spring to jump to the small platforms floating in the lava. Make your way across these then run along the small platform and use the Homing Spin attack to jump along the Spinas and reach the next platform. Run along the short outcrop and jump on the floating platform, then over to the long rocky path on the other side.

Run along the path and leap to the next floating platform, hit the checkpoint and then use the spring to fly up and reach the falling pillars of rock – as you land, the lava level rises so be careful not to fall in! Jump across the pillars, using the Spinas to bounce over the larger gaps, until you get to another rocky path. The level of lava rises again so get moving before you start to drown in it! At the end use the two floating platforms to cross the gap and then kill the two Flaming Unidus robots on the other side. There are two more floating platforms to cross over to the next rocky path – run past the cells and hit the spring to get onto some more floating platforms.

Cross the platforms and jump onto the rock at the end – the lava level will rise again and take you up with it. Use the Homing Spin attack to bounce along the Spinas to the next platform then use the Light Speed Dash to follow the line of rings to the left rather than risking it along the collapsing walkway. Hit the Speed Roller to fly over to another rocky path where you should dodge the Kikis and trek over to the checkpoint ahead. Follow the path beyond and jump over the flame jets, Spinas and hammers that pose a danger to your life before using the rocket at the end to fly up and find the plunger that marks the end of the stage.

continued>

continued>

The Adventure Continues...

As you reach the top of Red Mountain, you see the Egg Carrier flying past – it's close but you still can't reach it from where you are. Suddenly, you hear someone calling your name... it's Tails and he's got a new plane all ready to go! Sonic jumps on the back of the plane and the pair of you jet off to catch up with the evil Dr Robotnik.

SUB-GAME
Sky Chase Act Two

Target: Land on the Egg Carrier

This is very much the same as the first Sky Chase section, only much tougher. There are many more enemies coming at your on your approach to the Egg Carrier this time so make good use of the multiple targeting method to take out a lot of the missile vents and ships that are trying to take you out. When you finally catch up with the Egg Carrier, you'll have to attack it and take out the main gun before you can get near enough to land your plane. Tails puts the Tornado into overdrive and turns the whole thing into a supersonic jet! The tactic to take out the main gun is to get rid of all the missile vents around the outside of it and then quickly aim and fire at the focal point when it opens. Move out of the way quickly or you'll be caught by the huge blast from the gun. You'll need to hit it several times before you put it out of commission and are able to land.

The Adventure Continues...

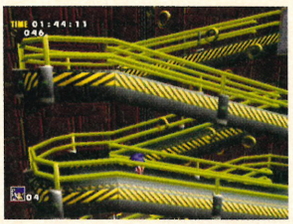
With the Egg Carrier's main gun out of action, it's safe for Tails to make an attempt of landing his plane on one of the Carrier's runways. It's much bigger than Sonic thought it would be – so much so that even he's impressed with Robotnik's work! Explore the main area of the Carrier's outer hull and when you land on the large glass dome in the middle of the deck, Robotnik will extend the wings of the Carrier ready for flight. It looks like this might be a little tougher than Sonic first thought... run up the ramp ahead and through the iris door to start your approach along the Sky Deck.

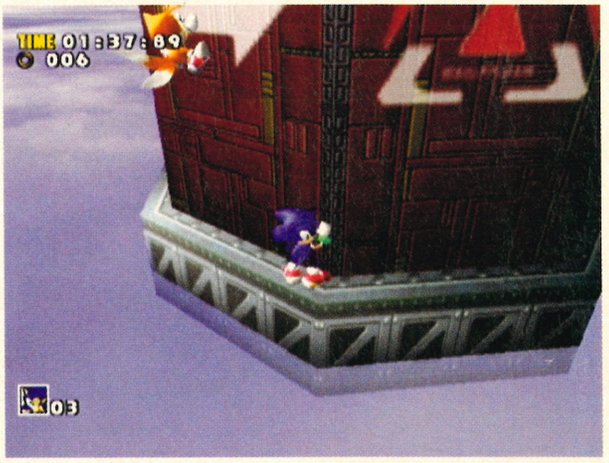
Sonic's Adventure
LEVEL 08
Sky Deck

Target: Rescue the animals at the end of the deck

This is a tough level, no doubt about that. Once you've been fired out of the cannon, make your way around the pillar to the platform on the other side. Cross the checkpoint and run down the walkway, leaping the barriers and avoiding the shots from the big cannon on the underside of the Egg Carrier. Climb the ladder and use the spring to leap to the rotating platforms – you'll need to cross these as you crossed the icicles in the Icecap level. Get to the platform on the other side and hit the Speed Roller on the right to run down a long passage. Hit the Speed Roller at the end to fly over to another pillar before making your way round this to the right in order to collect the Electric Bubble that hangs there. Hit the Speed Roller to run up the slope and then along the ceiling and down to the spring at the end. Use the next spring to fly over to the opening (collecting the Running Shoes along the way) and then follow the passage to the other side of the ship. Ignore the ramps and jump down from the top to land safely on the walkway below. Hit the checkpoint and climb the ladder before crossing the monkey bars – don't worry that they break as you can't possibly fall off unless you jump. At the end, leap onto the platform and turn left, running along and killing all the Spinas there. Take a right at the end of the platform and jump onto the pillar ahead marked '1'. Make your way around the four walkways and pillars at the top dodging all the cannon fire until you get to the pillar marked '4' – from here it's a short run over to the rocket that takes you to the next area.

Run through the checkpoint and hit the Speed Rollers – at the junction, take either the left or right paths to reach the end of this section. The left-hand path is filled with large cannons that try to take pot shots at you as you run while the right-hand path has lots of Electric Spinas blocking the way but both are dangerous so





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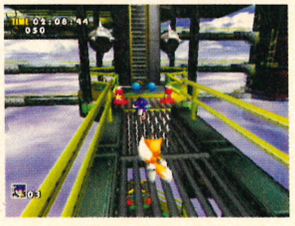
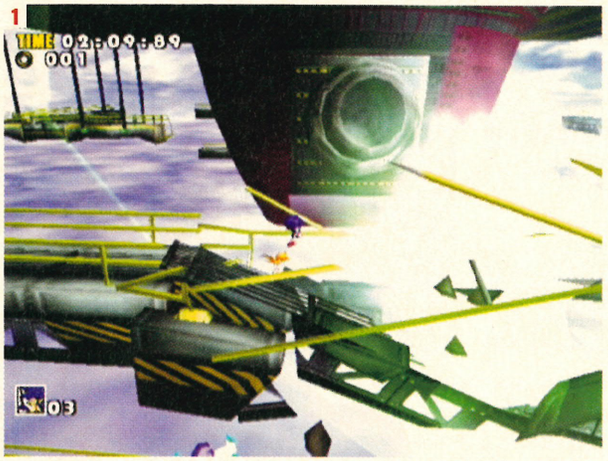
Extra information>

> **The Sky Deck is certainly the hardest level in the game. Clear the first two sections quickly as it's incredibly easy to fall into the clouds!**



awesome moment

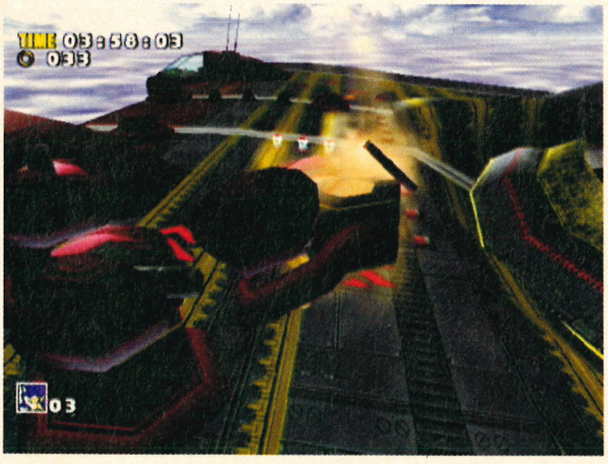
The Egg Carrier is getting away – time for another chase in the Tornado!



[1] If you don't keep moving along the walkways, they'll be blown away by the huge gun turret so watch out! [2] Get to the end of the walkways as quickly as you can and use this rocket to destroy the main gun. [3] As soon as you see the Egg Carrier changing altitude, grab onto something to prevent being blown away by the wind.

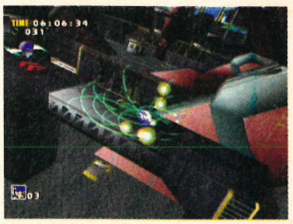
pick carefully. The main thing to watch out for is the Egg Carrier rising up and down through the clouds – at it does, a huge gust of wind will blow you off your feet so use your Homing Spin attack to try and grab hold of something when this happens if you want to stay on board. At the end of the deck, run up the ramp and hit the spring to grab the monkey bars before jumping to the next level. As you run along here, you must be careful not to run over any areas that are falling – these can be hard to see when it gets dark so go slowly and watch for the flying ships rising from the runway. Sticking to the right for a while before heading for the middle seems to be a good tactic along this straight. At the end, you'll find a large area with a gigantic cannon firing shots. Watch where it is aiming and use the rockets placed around the perimeter to fire a shot straight into the barrel, opening the way forwards.

The next section is the main deck and it's quite tricky because the ships tips in various directions. Run forwards and hit the checkpoint before heading for the lift in the right-hand corner ahead. Avoid the Electric Spinas at the top and use the Speed Rollers at the end to fly around and hit a spring, winding up on a ladder. Climb it and follow the walkway to the end before standing on the pillar. Wait until the crane swings near and then jump to grab it, letting it carry you over to the raised platform on the other side. Run up the small ramp on the left to the flat section and then wait for the two moving boxes to slide to the right and get into alignment before jumping across both of them – let the second one move back to the left before making the jump to the rising escalator but be sure to land on the one going up, not down! From here, quickly run up the deck and hit the checkpoint behind the top pillar – the whole deck is going to tip vertically! From here on you'll have to use the various sets of monkey bars and springs to make it up to the very top of the deck. When you get there, take either of the paths and run down the slope to the bottom where a button sits. Press the button (make sure you don't fall because of the tilt!) and this will open the door below you – run through it and press the plunger at the end to save the animals and complete your run through the Sky Deck.



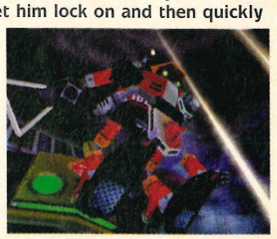
The Adventure Continues...

Exiting the Sky Deck, Sonic and Tails find themselves inside the Egg Carrier. After checking out their surroundings, you regain control of the hedgehog. Apart from opening the door at the top of the stairs to the Chao Garden (see page xx for details about this) there's no way out of the main control area apart from jumping in the large round platform near the top of the stairs. This takes you up to the top deck of the Egg Carrier where Amy is waiting for you. Unfortunately, so is Dr Robotnik and he's brought one of his sentry robots to take you out! After stealing the Chaos Emerald from around the neck of Amy's feathered companion, Robotnik orders E-102 to strike!



BOSS FIGHT E-102 Gamma

A very easy fight if you land all your blows before he can get a shot in. Bearing in mind that he has to lock-on to you with his laser before he can fire at you, let him lock on and then quickly jump away to avoid the bullets before jumping in and scoring a hit. This is his only attack and so you can keep using the same strategy to land the three hits needed to make him fall.



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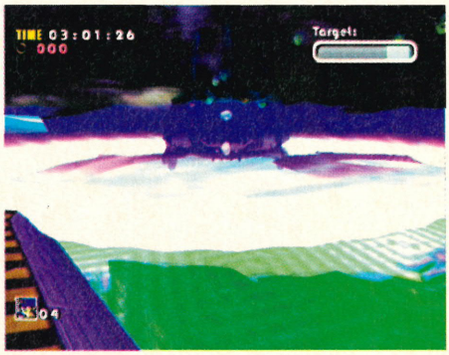
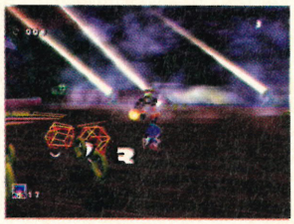


The Adventure Continues...

Just as Sonic is about to finish off E-102 Gamma, Amy rushes in and stops him! She says that as he released her from her prison cell inside the Egg Carrier, Sonic should leave him alone. Once Sonic agrees, take him up to the far end of the deck near the runways and enter the door positioned on the left. The two doors inside are both locked but if you stand on the button at the other end of the room, a line of rings will appear – use your Light Speed



Dash to follow them up to the cockpit of the Egg Carrier. Climb onto the chair and it will move forward, revealing another button. Press this and the wings of the Egg Carrier will fold back in to prevent it from flying too far. Exit through the door and run behind the building before using the springs to get up onto the glass dome. Big the Cat is here as well as Dr Robotnik and a very large, very angry Chaos Six!

The Adventure Continues...

With Chaos beaten yet again, Dr Robotnik realises that he's been underestimating Sonic's abilities. He gets even more worried when Knuckles turns up as well and so decides to make a break for it. Sonic sees him fleeing and chases him over the edge and off the side of the Egg Carrier! It's a long fall down but he finally lands in the rain forests of the Mystic Ruin – however, Sonic curses at the fact that despite all his efforts he's lost Dr Robotnik again! Suddenly, he hears a low rumbling noise and looks up to spot the nearby ancient temple... and it's moving! As the door slowly opens, he watches a strange floating light hover across and go into the temple. Wondering what this is all about, Sonic decides to follow it in so guide Sonic over to the tall flight of stairs and climb them to enter the Lost World.

Sonic's Adventure
LEVEL 09

Lost World

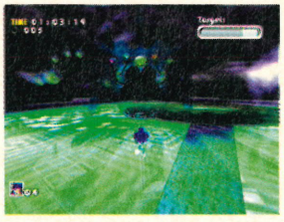
Target: Get to the heart of the Temple

Run down the opening corridor and turn right, running up the stairs to enter another passage. Speed down here collecting as many rings as possible before entering a cylindrical tunnel. Pillars will shoot out of the walls as you run down here so the best tactic is to keep jumping as you run to stay away from them – when you reach the end, jump over to the entrance on the other side of the ravine. Run down the next long passageway and then watch out for the spikes at the end by making sure you land on the small platform in the middle of them. Jump up to the higher ledge, hit the checkpoint and run along the walkway, entering the next chamber through the snake's mouth.

Run forwards and wait for the stone snake to make its way around to the platform where you are. This is your only means of transport in this room so don't try to swim or you'll drown for certain. Jump on board and stand still, letting it take you under the water. When you resurface, jump onto the platform to the left and make

BOSS FIGHT Chaos Six

He's even more powerful than before thanks to all the Chaos Emeralds and the fact that Dr Robotnik is helping him doesn't do you any favours. The key to hurting Chaos Six is the Freeze Pods that Robotnik tries to drop on you from his Egg Pod. By using your Homing Spin attack on them, you can knock them out and then pick them up with the Y button. When you've got hold of one, throw the Freeze Pod at Chaos and it'll put him on ice, giving you a chance to jump in and smack him. If you see Chaos jump into the air at any time, JUMP AS HE LANDS! If you don't, you'll get caught by the immense shockwave that comes out of the floor as he does. Chaos' other attack besides swinging his huge tail is to change shape and sit in the middle of the dome – he'll fire out a series of arms that you should avoid before swinging his tail in your direction. Side-step quickly to avoid it and then continue the fight. You'll need to hit Chaos four times before he's defeated again.



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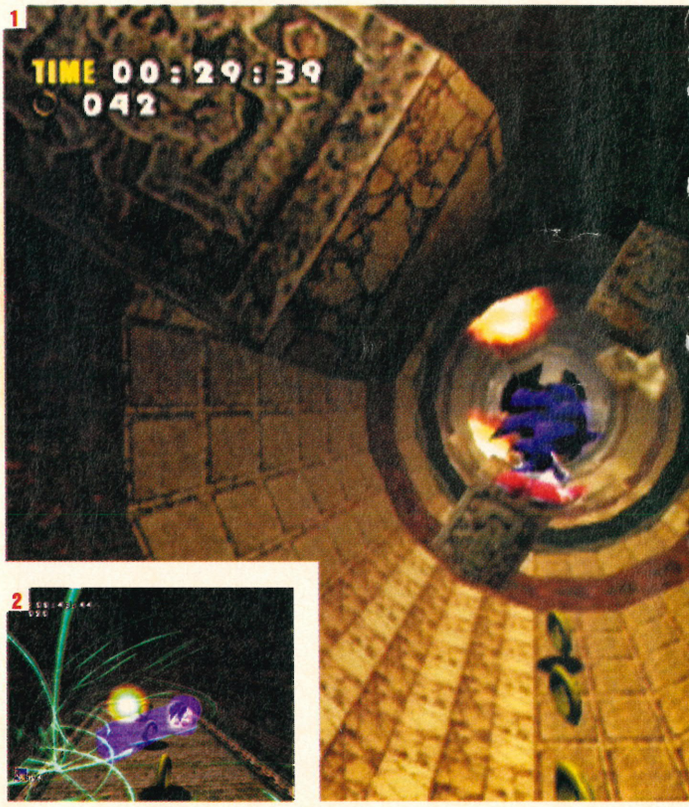


2

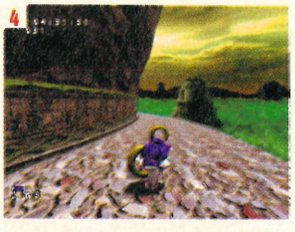
awesome moment

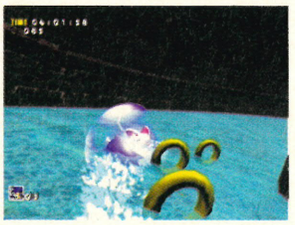
Amy comes to the rescue of E-102 just as Sonic goes for the kill... what a woman!

your way round, jumping over the spikes until you reach some moving platforms that you can use to reach the level above. Press the door switch you find here and then leap over to the next platform along and press the water switch to raise the water level in the room. Jump back on board the snake and ride round briefly until you reach the next door switch – leap off and press it then use the moving spiked platforms at the end to get to the ledge above and raise the water level again with the switch over the spikes. Get on board the snake one more time and take a long ride round the room, ignoring the fact that you have to head past the exit to reach the last door switch. Get back on the snake and head for the door – it's the ledge marked with lots of small snake statues on the other side of the room.

Through the door, climb the stairs and take a run outside but be careful not to fall off the ledge. Run through the next two doors and into the darkened room, grabbing the mirror in the middle of the platform ahead. Aim it at the mirror on the right to light up some of the room and then run down the walkway – make sure you don't fall off when the camera takes a sharp turn up the small stairs ahead. Grab the next mirror and light up another section then take a short detour left to grab a Bubble Shield.

[1] Move quickly down this tunnel to avoid the flaming pillars from the side. [2] Speed down the linking passages, collecting rings as you go. [3] Go carefully – that water is awfully deep! [4] Don't fall off the ledge! [5] Use the mirrors here to light your way.





Now run along and jump over all the gap until you find another mirror – aim it at the mirror on the left to cast more light. Jump ahead and kill the Flame Unidus before running on to another mirror. Take a left once you've thrown light ahead and run along, jumping the gaps to reach the next mirror. Cross the last few gaps to find a row of coins that you need to use your Light Speed Dash on if you want to cross the water to the next section.

Dodge the pillars coming out of the walls and run forwards to drop into the flowing river – you have no real control here so just swerve left and right to collect the rings. Eventually you'll land on the small grass platform below so hit the springs to cross the floating platforms with ease. Run into the next chamber and avoid the pillars then carry on through and hit the checkpoint. As you enter the next area, any Indiana Jones fan will know what's coming up... there's a huge boulder and it's coming right for you! Run down the slope, turning left and right to get the rings and hitting the small ramps to get the Ring Pods. You'll hit some springs at the bottom and land on a platform where a door will open to the next section.

Run through the short corridor and into the area with sand and pools of water. Ignore all this and head for the ramp on the left-hand side ahead where at the top you'll find the central temple. If you run forward you find a switch similar to the ones that raised the water level on the left. Press it three times and the panels in front of you will move until they light up – this means they are magnetised and so you can run vertically up them. Run straight up and jump off to the right at the top before dropping right again and breaking through the boxes to find another switch. Press this once

then run up and to the left. Break the Ring Pod and jump onto the next set of panels, avoiding the falling spiked blocks. Get off at the end, cross the rotating block and jump over the pillars to kill the Flaming Unidus before hitting the checkpoint. Run forward to the far left corner and into the passage, dodging the flaming pillars. Climb the ramp and hit the switch at the top once to move the panels then run along them, following the path to the platform on the opposite side of the room. Walk along the ledge and drop into the small opening at the end then follow the passage to the wide platform with the button on it. Press it to create a line of rings then cross the void using your Light Speed Dash – you'll fly through an opening, round a stone loop and through a door to find the heart of the temple.

The Adventure Continues...

In the heart of the temple, Sonic finds what he has been looking for – the mysterious light that floated into the temple is right in front of him. It drifts over to the far end of the room and as Sonic looks up, he sees a sight that fills him with dread... a huge picture of Chaos destroying Station Square is carved into the temple wall! As he looks at the picture, a bright light fills the room...

Waking up, Sonic finds himself standing near what looks like the Floating Island altar. There is fire everywhere and something appears to be going on up ahead – run forwards to the altar to find out what the commotion is all about. Standing and watching the altar burn is a young Echidna girl but when she turns and spots Sonic, she runs up to the altar. Another blinding flash of light appears and Sonic is once again outside the ancient Echidna temple – without warning, Dr Robotnik flies overhead in his Egg Pod. Chase him through the rain forest and you'll find the Egg Carrier's docking tunnel that allows you to enter the Carrier from the ground. Run inside and around the top level of the lab to get to a door with six pads around it (aren't those the Metal and Mecha-Sonic robots in those glass tubes? Let's hope they don't get out...). Stepping on a pad turns the pads on either side of it either on or off depending on their current state – to open the door you'll need to light all six. If you number the pads from one to six starting from the left, you can open the door with this combination...

Five, Three, Four, Two, One

When the door springs open, go inside to enter the Final Egg.

infoburst

Extra information>

> Keep your eyes open when you enter the darkened section of the temple – there are loads of different routes through this area!

continued>

ntinued >

Sonic's Adventure

LEVEL 10

Final Egg

Target: Reach the reactor core of the Egg Carrier

As you'd expect, the final main level of the game for Sonic is quite tough. From the start, grab the rings right in front of you and quickly take out the Egg Keeper before it grabs you. Now run to the right and stick to the wall to dodge the lasers – you'll have to jump the second one to avoid getting hit. Kill all the Spinas and use the springs on either the left or right to fly up and collect the Electric Bubble and Extra Life before jumping down and running past the lasers to climb up to steep slope to the ledge above.

infoburst

Extra information>

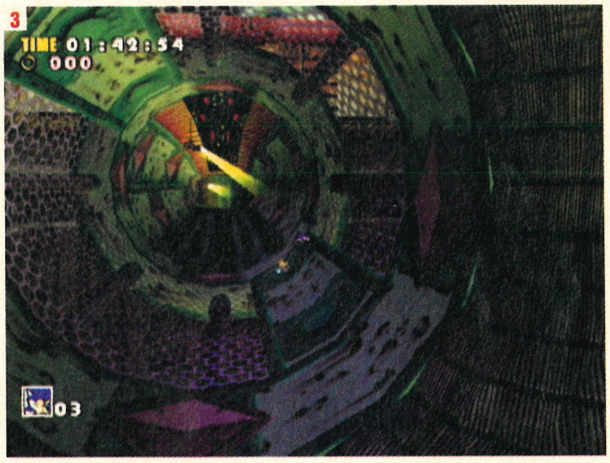
> Take your time heading through the Final Egg – you're going to need all the lives you can find if you want to take on Robotnik!

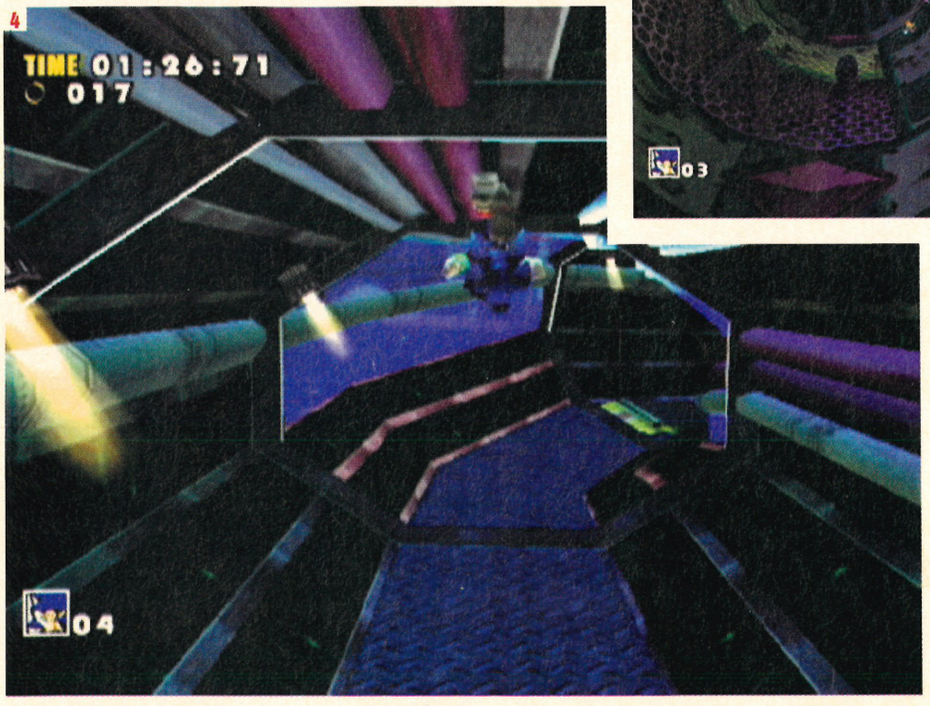
Run past the robotic claws and down to the next set of lasers. You'll have to destroy the bottom-left laser generator to get past the beams so do it quickly before the Egg Keepers on the other side can get to you. Dodge the next set of claws and hit the Speed Rollers to run up the vertical slope and hit the springs at the top, throwing you into the next room. Grab some more rings and watch out for the Electric Spinas – you need to head for the far corner opposite the door to continue. Smash the laser generators to collect the Ring Pods and Extra Life and then perform the Homing Spin attack on the two Spina robots to reach the springs and end up in the Mechanics Room.

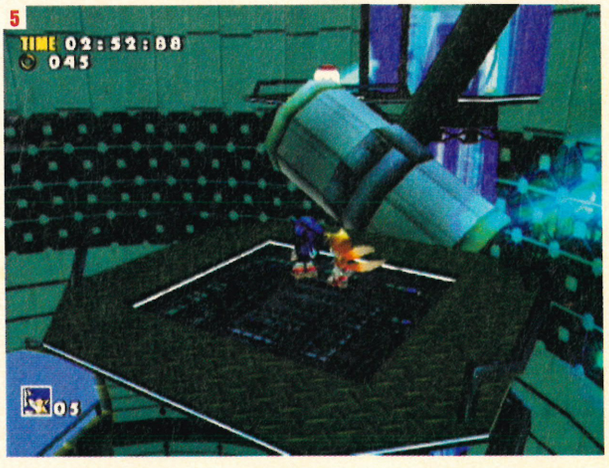
Jump across the moving conveyor belts, avoiding the huge Spike traps at the ends at all costs. Dodge under the Spike rollers and enter the large rolling tunnel – getting through here takes a bit of time and practice but just keep going at it. If you fall off the conveyor belts, you're likely to land on the platform below but it just means that getting up is a lot harder so try to avoid doing it. Run out the end of the tunnel and along the metal walkway that bends to the right to enter another collection of tunnels.

This section is totally enclosed so use your Light Speed Dash to fly through here and into the passage beyond.

The whole next area is a series of moving platforms that'll you'll need to jump between. Watch the timing and judge when is the best moment to leap – remember that if you fall, it's a long way down. After the first few platforms, jump into the tunnel and race down to the bottom using the Speed Rollers before hitting the springs and flying onto the next platform. Make you way up and reach another opening in the far wall to jump into. There's an Extra Life in the corner of this room so grab it before you run down the tunnel and end up in an empty room with a button. It won't be empty once you hit



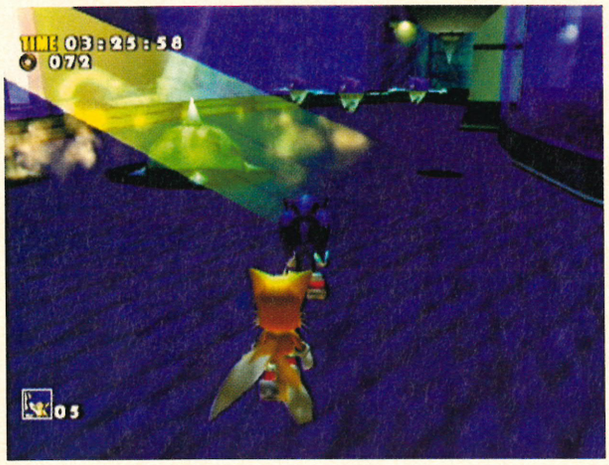




[1] Smash all of the laser generators to clear a path to the bonus. [2] Be careful along these conveyor belts as the spikes are sharp! [3] Use your Light Speed Dash to burn through the tubes. [4] Pick up speed and leg it down the passage. Running on the ceiling has never been such fun! [5] Watch out for the hammers as you jump between platforms.

awesome moment

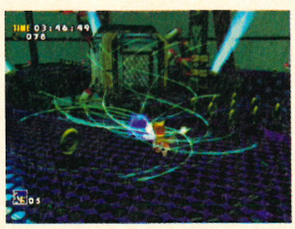
After another vision from Tikal, Sonic heads for the final showdown!

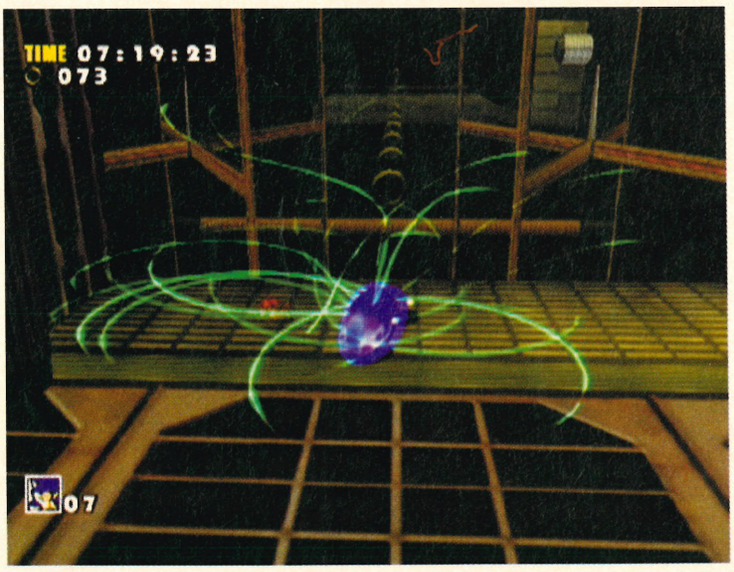


the switch though – the floor opens up and reveals the inner workings of the Carrier itself! Use the Homing Spin attack to cross the gap via the Spina robots hovering there and then leap from platform to platform, dodging the swinging pendulums that block the path. Step on the lift at the top to drop into the section below.

Run past the Spiked Balls and Spinas then drop down the long flight of steps to the platform below. You can jump from platform to platform or simply jump from the top and aim to the right to hopefully land on the large middle platform at the very bottom. Get into the lift and go down to the bottom floor then run left and grab the Extra Life and Electric Bubble before heading down the steep passage. When you drop into the chamber below, DON'T try to kill all the nasty little Bugs there – they keep coming back! Instead, go for the ladder on the side of the pillar in front of you to the right and get out of there fast. Jump up and over the spikes then use the fans to float through the next couple of rooms until you get to a large open room. You can either take the obvious exit or use the Speed Roller to run up the vertical wall and land on the ledge above before leaping across to get the Electric Bubble and Running Shoes. Now run through the next room and end up in another room of Bugs – there's no ladder this time so hit the Speed Roller on the far side of the room to run up the slope and into a long passage that drops down. Keep running and then as you fall try to land on the floating platforms that are right at the bottom of the drop.

Use the fans to float across and end up in another room of Bugs with no way out! Run over to the wall on the right and it'll open, giving you an exit – cross the open area and run through the next gap but take care not to run off the edge! Follow the path past all the dolls of Sonic and his friends and then climb the stairs to find a line of rings. Use your Light Speed Dash to follow them across thin air and reach the exit. Sonic will jump down and find Dr Robotnik waiting for him – he'll fly up into the area above and Sonic will chase him on a nearby rocket. It's time for the final showdown!

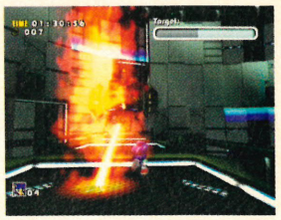




BOSS FIGHT Egg Viper

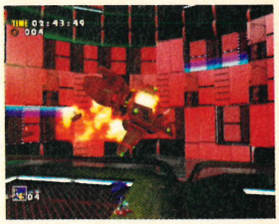
Even though it's the final boss, he's not that tough if you know what he's going to do. Make sure you grab some rings from either end of the metal platform and then keep running up and down. You need to be travelling at full speed when Robotnik pops up as he's going to fire four very fast lasers in your direction and if you're not moving, you'll get hit. He does this a couple of times before stopping by the side of the platform – this is your chance to jump and hit him with a Homing Spin attack.

Robotnik will drop down and then go back to throwing lasers at you, although after two attacks he'll appears and power up a big shot so make sure you dodge to avoid it and then get well clear of the resulting explosion. After this he'll pop up again but don't leap to hit him yet! Wait and he'll back away, creating a small bridge with the tail of his craft. Use the Homing Spin attack and hit each of the three targets on the tail before finally hitting the Viper's cockpit and landing on the other platform. You'll need to do this once more to make Robotnik angry.



After three hits, the doctor will continue his normal attacks and also make a flying pass down the platform, firing at everything in his way. Run underneath him to avoid the lasers and then watch for him to back away again so you can hit him once more. The next wave of attacks will involve everything he's done so far followed by him appearing at the end of the platform and throwing a large spinning blade at you. As it approaches you need to jump and then land on the centre of the blade unharmed – it will spin back to the Viper and you can jump up to hit him again with the Homing Spin attack.

Now Robotnik's getting really annoyed. First he smashes the opposite platform and then he begins taking out the one you're standing on block by block! Each attack destroys another block so you've got to finish him before he knocks you off. Keep jumping on the blades he throws at you and let them take you over to the Viper so you can hit it again – you need to hit it seven times in total through the whole fight to knock it out for good. When he finally starts to go down in flames, watch out for the voice warning you of Robotnik crashing into the platform. As soon as it looks like he's coming straight for you, change to a different block IMMEDIATELY to avoid being knocked into the abyss below.



The Adventure Continues...

Back in the Mystic Ruin, Sonic watches a beaten Dr Robotnik fly off into the distance. With Tails flying to catch up, Sonic joins him and runs over to the cliff edge to continue the chase – jumping down, we can tell that this fight is far from over!

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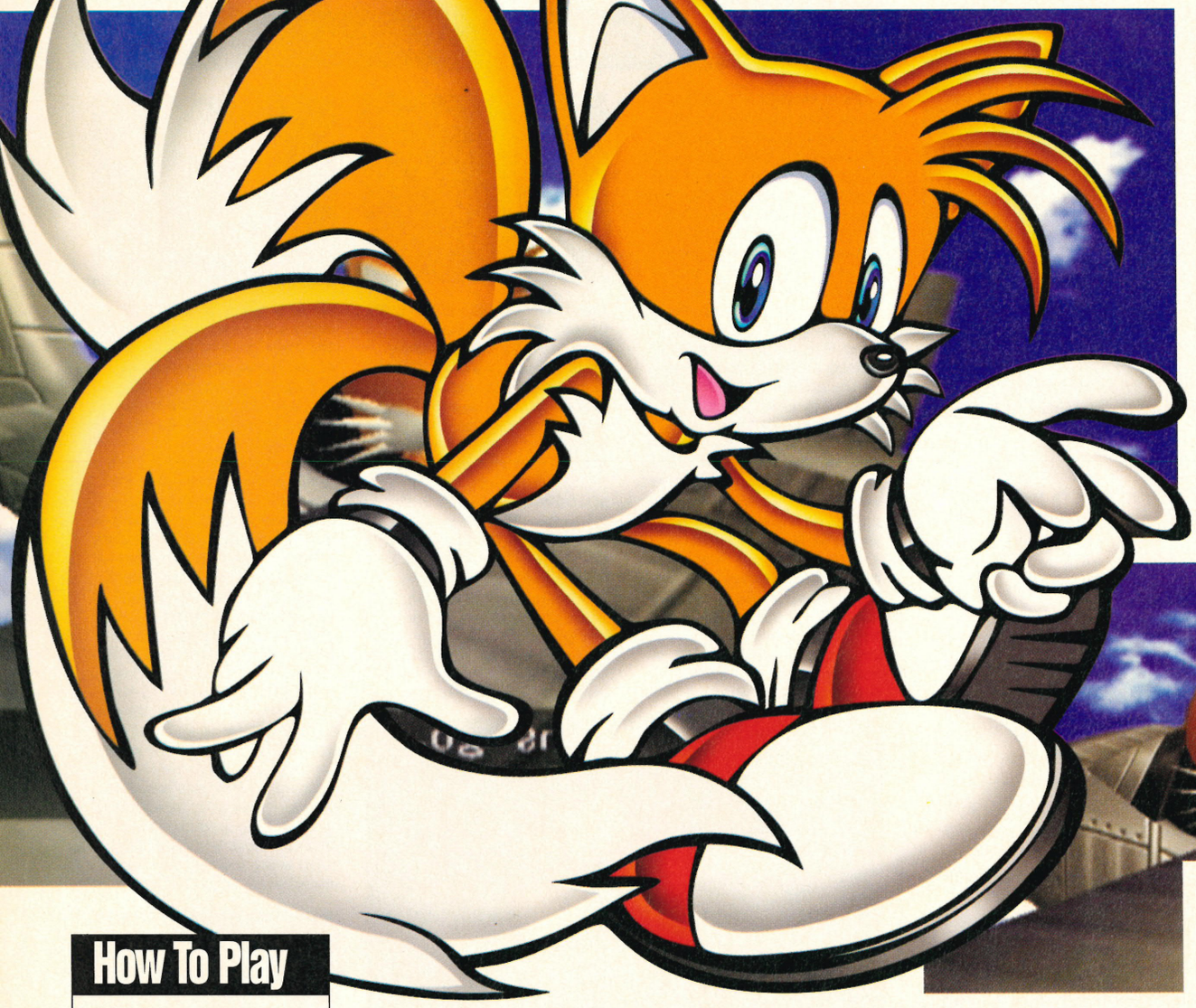
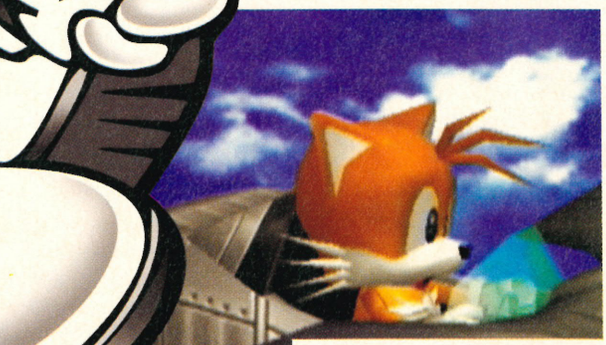
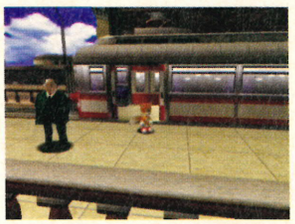


MEET TAILS

Miles 'Tails' Prower! Get it? Miles Per-hour! Oh, how we laughed. Anyway, Sonic's loyal sidekick and best buddy is back to wreak havoc with his two tails and garage full of inventions. His latest creation is his favourite – a bi-plane that transforms into a jet rocket! You'll get to fly through the air with the greatest of ease a little later in the game.





Tails' Adventure

The Adventure Begins...

We join everyone's favourite fox, Tails as he enjoys a cruise in his plane through the clear blue skies. Suddenly, he hits trouble – the engine's got problems and Tails has no choice but to go for a crash landing! After a close shave in the streets of Station Square, he finally lands on Emerald Coast where his friend Sonic is waiting to help him. After returning to Sonic's hotel, Tails shows Sonic his prized possession... a shining Chaos Emerald!

When you finally gain control of Tails, guide him through the hotel and out into the main square. Before doing anything, run over to the pool of water behind the Twinkle Park entrance and go into the sewer – fly into the hole in the ceiling and grab the Ankle Boosters.

Now drop back down and head over to the station before taking the train down to the Mystic Ruin. Head over to your house and you'll find Dr Robotnik waiting for you! After a quick chat, he'll try to take you out with his Egg Hornet.

How To Play

Don't know how to play as Tails? Here's a quick run down on the moves...

1 Spin Attack
Press the **A** button to leap up and curl into a ball that can destroy any enemies that it touches. Press the **B/X** button to fall back to the floor quickly.

2 Flight Power
Press the **A** button and then press and hold **A** again to fly. Let go of the **A** button to fall to the ground – you can only fly for a short period of time though so don't use Flight Power for too long.

3 Tail Whip
Press the **B/X** button to swing your tail round and destroy anything in your immediate area. Once you've collected the Rhythm Broach, hold down the **B/X** button to perform the Tail Whip constantly.

Power-up Locations

Here's where to find and how to use Tails' special items...

Power-up
Rhythm Broach

Location
Near one of the temples when Tails travels back in time to visit the Lost Echidna Tribe

Purpose
Gives you a special advanced Whip attack

How To Use It
Hold the **B/X** button to activate it.

Power-up
Ankle Boosters

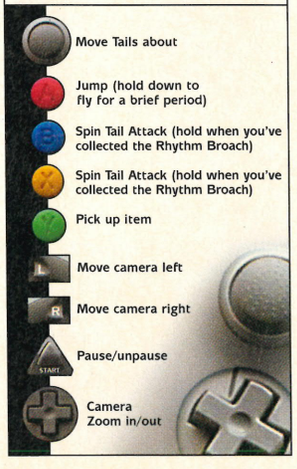
Location
In the sewer behind Twinkle Park – fly up through the hole in the ceiling to find it.

Purpose
Lets you run faster and fly a little speedier too.

How To Use It
Automatic

CONTROLS

Here's how the pad works when playing as Tails...



awesome moment

It's a crash landing – brace, brace! Tails clearly isn't the best pilot around...

BOSS FIGHT Egg Hornet

> This fight is exactly the same as it was when you fought the Hornet as Sonic, but with one tiny difference. You still have to run around collecting rings while avoiding the missiles that Robotnik fires at you but when he digs himself into the ground with his front spikes, don't try to jump at him! Instead, run straight for him and use your Tail Whip as you approach to smack him on the cockpit. Once more, three clean hits to the Egg Hornet will cause it to explode and you'll move on to the next section of the adventure.

The Adventure Continues...

Once again, Robotnik falls to the might of Sonic and Tails only to come back with a vengeance! He steals Tails' Chaos Emerald and gives it to Chaos Zero, creating Chaos One! They disappear in a blinding flash of light and you'll need to track them down if you want that Chaos Emerald back!

Run over to the front of your house and grab the windstone crystal with the Y button then run back to the right-hand side of the railway bridge and pass through the crevice in the rock to find the wind vent. Place the crystal in the pedestal to open the vent and then jump into the updraft to fly up into the Windy Valley.

Tails' Adventure LEVEL 01

Windy Valley

Target: Get to the Chaos Emerald before Sonic

Tails' visit to Windy Valley begins halfway through the full level at the start of the main speed tracks. Make sure you hold forward to get a good start over Sonic and try to keep in the middle of the road in order to avoid slowing down at all times. There are plenty of rings to grab so make sure you get them before Sonic manages to – after a brief run you'll reach the small brick area that Sonic originally had to smash through but luckily you can run straight through this. Keep running down the speed track until you run into a wall of springs that throw you up onto the next grassy platform, at which point you should leap up onto the raised ledge. From here you can take your first shortcut and blaze ahead of the hedgehog by leaping through the green Boost Hoop – you'll take flight and speed through four rings before landing back on the main track. Carry on down the next straight and as you hit the Speed Roller to race through the loop, jump and aim at the Boost Hoop to fly through six more hoops and land at the base of the windy tower. Use the springs to jump up and then use a short burst of Flight power to get up onto the top ledge to avoid the wind, spikes and enemies below. Fly up twice more onto the top level of the tower and drop into the hole to catch a gust of wind before hitting the spring placed directly over the middle of the tower. You'll hit three more springs and float gently down onto the track below but don't dash off just yet! Take the speed track up to the first corner and then spin the camera left to spot some Boost Hoops hanging by the side of the track – pass through the first six and then use Flight power to hover over to three more above the next section of track. The final section of the course is a straight (?) run so try to stick to the middle of the track as it winds downwards. Hit the Speed Roller and run up and then down the vertical wall until it reverts back into the speed track and then run right off the end of the road. Don't stop for anything! If you stop, you'll fall down into the blue so keep running and as you approach the end of the course, hover for a brief period to make it over to the plunger.

infoburst

Extra information>

> All of Tails' levels are just cut-down versions of the ones you played as Sonic. You'll have no problems completing them...honest!

The Adventure Continues...

As soon as you land back on the ground in front of the wind vent, run over to the wooden train station and take a ride back to Station Square. Head back to the hotel and run through it, taking the set of double doors to the right of the reception desk to arrive in the area with the casino. Use your Flight power to hover up to the button above the doors of the casino and hit it – the doors will open and you can now enter Casinopolis.

1

2

3

4

[1] You'll have to use these Boost Rings if you want to have any chance of beating Sonic to the finish. [2] Hit the Speed Boosters and run down the Speed Road as quickly as you can. [3] Move quickly because Sonic is speedier than ever! [4] Here's the Chaos Emerald – we're here way ahead of Sonic so we win!

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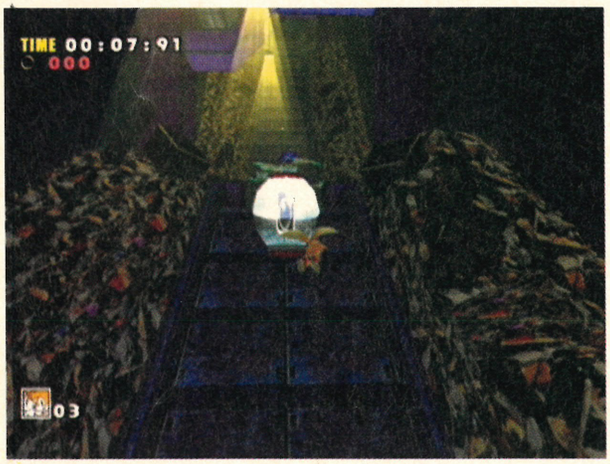
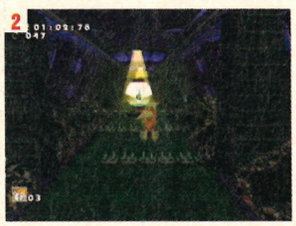


Tails' Adventure
LEVEL 02

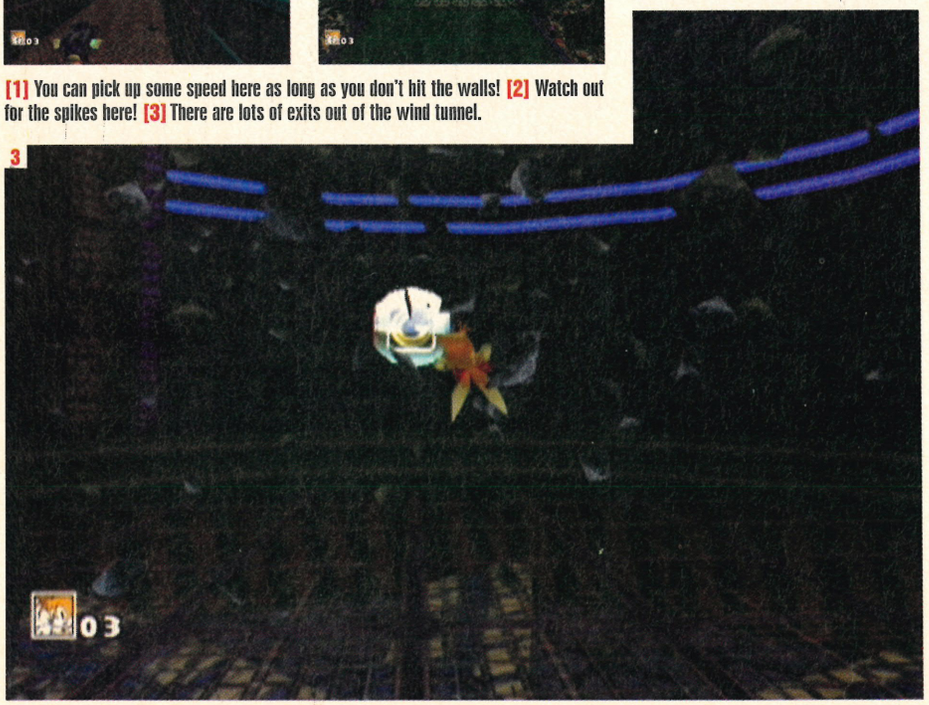
Casinopolis

Target: Get to the Chaos Emerald before Sonic

Taking a quick sprint through the sewers of the local casino might not be your idea of a good time but that's what this level is all about. Forget about collecting rings here – pick up a few to keep yourself safe in case of any nasty collisions and just leg it through the stage as quickly as you can. If you want any chance of beating Sonic, you're going to have to take the same route as him so run straight through the opening section and when you reach the fan room at the other end of the hall, run forward until you're near the wall in front of you. Fly up using the airstream and enter the passage at the very top – follow this round until you find another fan room. Again, run straight forward only this time enter the passage that lies only halfway up the wall – try to use the platform above the entrance to stop yourself from going any higher. Once you've passed through this



[1] You can pick up some speed here as long as you don't hit the walls! [2] Watch out for the spikes here! [3] There are lots of exits out of the wind tunnel.



rather short passage (beware of the Spiked Balls!) you're into the home stretch. Jump and use your Flight powers to fly over the top of all the spinning Spiked Balls and land right next to the plunger. Hit it quickly to finish the stage before Sonic catches up!

The Adventure Continues...

Once Tails beats Sonic to the Chaos Emerald, he leaves the casino with his prize... only to be confronted by a disgruntled Dr Robotnik! Before he can do anything, the doctor nicks the Chaos Emerald away from Tails and gives him a healthy dose of sleeping gas into the bargain! What a scoundrel!

When Tails finally wakes up, go round to the narrow alleyway that sits opposite the stairs back up to the station and pick up the Snowflake Crystal that appeared there when you left the casino. Go back into the station via the stairs and take the train to Mystic Ruin – when you get there, an new opening will have appeared in the cliff wall opposite the station. Run through the new passage to find another air vent that you should jump into. You'll end up in a new passage so run down here and when you reach the Ice Door halfway along the tunnel, drop the crystal into the pedestal to open it. Go inside and cross the pool of icy water before climbing the ladder on the far side to reach the Icecap.

Tails' Adventure
LEVEL 03

Icecap

Target: Get to the Chaos Emerald before Sonic

Pretty simple really – this is just a basic dash to the bottom of the mountain on snowboards. Although collecting rings would be handy (especially if you're going for one of the Emblems), it's not absolutely essential as there's nothing that can harm you here. Hold the direction you're travelling in to get some speed up but remember that this direction changes halfway through the course. You would do well to make sure that in the second part of the track, after you turn to face downhill, you hit as many of the orange ramps as you can. By pressing the A button as you hit the apex of the ramp, these give you a well-needed speed boost that will keep you ahead of Sonic as long as you don't crash too much as well as making you look flash by performing some kind of aerial stunt. What a clever fox! Just after the attack by Robotnik's flyers, try to stick to the middle of the course and hit the ramp through the passage ahead so that you end up riding along the tops of the snowy pillars – this cuts virtually the whole last part of the course as long as you can stay up there! When you reach the bottom, try to land on the plunger as quickly as possible because there's no doubting that Sonic won't be too far behind. If you stuck to the top route across the snowy pillars you might overshoot the finish area so hurry back and press the plunger or Sonic will beat you to it!

The Adventure Continues...

As soon as you exit from the Icecap, head back the way you came from the main area of Mystic Ruin before heading towards the small lake on the left. There you'll meet Knuckles The Echidna who, judging by his reactions, isn't too happy to see you! Quick Tails – give him a smack with your tail before he takes his anger out on you!

BOSS FIGHT
Knuckles The Echidna

This fight is slightly harder this time round, if only for the fact that you'll need to be closer to Knuckles in order to give him a slap with your tail. The best tactic is to wait for him to go for his Punch attack and use your Flight power to scoot out of the way before landing close and giving him a quick slap with your Tail Whip. Thankfully, you'll only need to hit him three times before he goes down.

Once again, the final blow sends both Knuckles and Tails reeling as well as throwing the Chaos Emeralds into the air... and under the waiting Egg Pod of Dr Robotnik! After grabbing them and feeding them to his new partner in crime Chaos, Tails needs to fight for his life against the new and improved Chaos Four!

awesome moment

The last blow knocks the Chaos Emeralds from Tails' hands and into Robotniks!

BOSS FIGHT Chaos Four

Again, this fight is similar to the one that Sonic fought during his adventure only as Tails you have a slight advantage. This is thanks to your Flight power that allows you to hover slightly if it looks like you might end up in the drink – stick to the dry Lilypads and grab as many rings as you can to prevent getting hurt. When the time comes for Chaos Four to float on the surface, fly over to him and then smack him with your Tail Whip before he disappears again. Five hits to the head of Chaos Four will defeat him for the time being.

The Adventure Continues...

With Chaos Four falling, Dr Robotnik panics and tries to make his escape. The skies open up and out of the clouds flies the formidable Egg Carrier! As Tails and Sonic gasp in awe, Robotnik and Chaos are beamed aboard the flying battlecraft before it disappears back into the distance – Tails will have to pull something pretty special out of the bag if he's going to catch Dr Robotnik in that!

As soon as you regain control, take Tails over to his house – once there, he'll go inside and climb aboard his trusty plane, the Tornado. It's time to give chase to that diabolical Dr Robotnik and get those Chaos Emeralds back!

The Adventure Continues...

We rejoin Tails to find him running through the thick jungle undergrowth of the Mystic Ruin. Suddenly, something races by him... it's Sonic! Tails tries to give chase but slowly begins to fall behind as he realises that Sonic is just too fast. The scene fades and we find that it was all just a dream – Tails is lying by the side of the small lake near his house all on his own.

When you get back to your feet, jump into the mine cart behind you to ride into the rain forest section of Mystic Ruin. Fly down from the ledge when you reach the other end of the track and run along the path that leads left – after a short dash, you'll spot the red Chaos Emerald lying on the track. But just as you're about to pick it up, a frog leaps in and swallows it whole! Chase the frog as it disappears into the cavern ahead and when you lose sight of it, use your Flight powers to rise up to the ledge above. Jump on the stone switch and the sand blocking the entrance below will clear, allowing you access to Sand Hill.

SUB-GAME Sky Chase Act One

Target: Catch the Egg Carrier

Unsurprisingly, this section is absolutely identical to the Sky Chase that Sonic has to take part in during his adventure. Once again, use the Lock-On method for best results – by holding down the **A** button, you can move the targeting cursor over your chosen target and 'lock-on' to it before releasing the button to fire the shot. Try to get as many as possible before launching your bullets in order to take out the most nasties in one sweep. When you finally get close enough to land on the Egg Carrier, a nasty surprise waits for you – Dr Robotnik activates the main gun of the Carrier and it blows the right wing from Tails' Tornado plane, sending it hurtling to the ground.

SUB-GAME Sand Hill

Target: Get to the frog at the bottom of the sand dunes

This sub-game is pretty much the same as the snowboarding level of the Icecap but only on sand (obviously). The idea is to race through the various Red Gates that are spread across the sand – the only snag is that you have to pass through them in sequence within a certain time limit. As you pass each gate, you will receive a score multiplied by the number in the top-right of the screen. If you miss too many gates or take too long getting to the next one, the multiplier will reset and you'll have to start amassing your score from scratch. Of course, all you have to do here is get to the bottom of the dunes so just try not to crash into too many things and make it to the finish in one piece!

The Adventure Continues...

When you reach the bottom of the sand dunes, Tails will grab the frog in front of him to get his Chaos Emerald back – suddenly, a brilliant flash of light appears and Tails finds himself in a place that is definitely NOT Sand Hill! It looks like the village of a long-lost tribe of some sort...

From your start position, take a left turn and head directly up the stairs in front of you. Turn slightly right at the top and follow the path between the buildings – here, you'll find the Rhythm Broach that allows you to perform your Tail Whip constantly by holding the **B/X** button. Now run forwards and drop back to the lower floor level before running around to the front of the main temple (opposite where you started). Standing in front of the temple is Tikal who explains some of what is going on now that Chaos is loose.

There's another blinding flash of light and Tails reappears back by the lake of Mystic Ruin, just in time to watch Big frantically trying to catch his pet frog that ate the Chaos Emerald! As he chases it off into the distance, Tails decides to go back after Dr Robotnik. Go over to Tails' house once again and he'll use the Chaos Emerald to power-up his new jet-engine Tornado – after a quick detour via Red Mountain to pick up Sonic, it's time for another chase through the skies!

continued>

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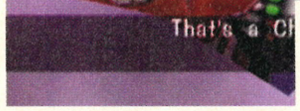
SUB-GAME Sky Chase Act Two

Target: Land on the Egg Carrier

Again, this section is exactly the same as the one play by Sonic during his adventure. Use the same tactics as before to get through it and when you finally reach the main gun of the Egg Carrier, try to blast it as soon as it opens before moving quickly to dodge the huge laser blast that comes from the centre. When the gun shuts down, Tails will move the Tornado in and land on the back of the Egg Carrier.



The Adventure Continues...

With the main gun off-line, Tails can land the Tornado on the Egg Carrier. Once you've set the plane down and enjoyed the view, run forward and fly up onto the large glass dome ahead to witness Robotnik changing the Egg Carrier into flight mode. He's going to fly and only you can stop him! Head up the steep ramp ahead and through the door at the top to reach the Sky Deck.

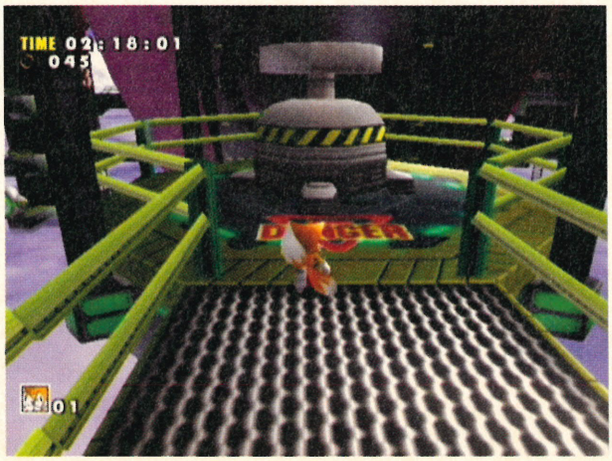
Tails' Adventure LEVEL 04

Sky Deck

Target: Save the animals before Sonic does

As soon as you hit the pillar at the start, forget about edging around it and just jump, using your Flight power to land safely on the other side. Run along the straight, jumping the hurdles and climb the ladder at the far end. When you get to the top ignore the spring and turn left, leaping through the Boost Hoop to reach an alternate path. Cross the three spinning pillars by flying between them and land on the platform beyond. Climb the ladder while avoiding the Spiked Balls and when you reach the top, scramble along the monkey bars without hitting the Spinas there. One more ladder to climb rejoins you with the main track, hopefully ahead of Sonic.

Run down the path, hitting the Speed Rollers and pass the checkpoint at the bottom. Use the Speed Roller on the other side to fly onto the pillar ahead then fly around it and hit the next Speed Roller to run up the ramps and along the ceiling until you get to level ground. Hit the springs to fly through this section and enter the opening in the corner. Once through the short passage, forget about running down the ramps to the platform below and instead jump off, using some clever hovering to land at the next checkpoint to the right. Climb the ladder and use your Flight power to cross the monkey bars quickly then turn left and fly once more over the four Spina robots. Dodge round the spiky nasty and jump over onto the pillar marked '1'. From here on it's not to difficult to make your way around the outside of the Sky Deck, crossing the four gangways and rounding the next pillar in succession. You can use the Boost Hoops above the gangways between pillars '1', '2' and '3' but don't dawdle as the large central gun is targeting you all the time and will blast away any platforms that you stand on for too long. Once past pillar '4', it's a quick hop over to the plunger in front of the central gun by means of one last gangway.



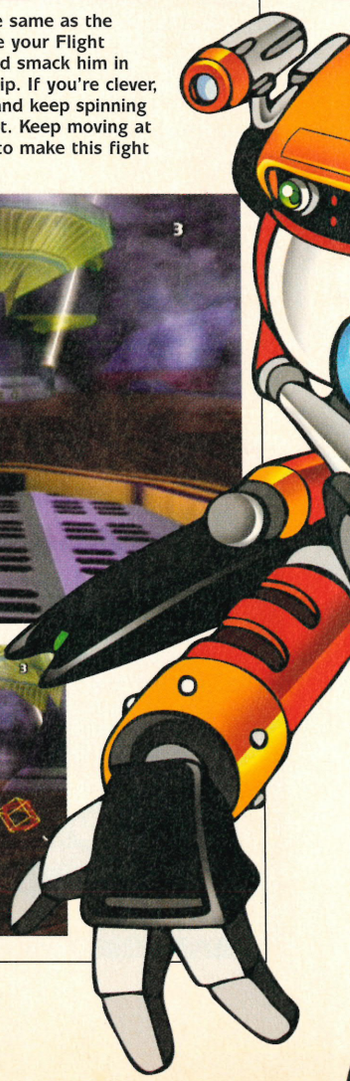
The Adventure Continues...

At the top of the Sky Deck, Sonic and Tails fall into the heart of the Egg Carrier. From here, there's not all that much to explore so just jump into the large pod with flashing green lights around it halfway up the stairs to access the main deck.

When you get there, Dr Robotnik once again has a surprise for you – not only does he steal another Chaos Emerald from Amy but he sets his sentry robot E-102 Gamma on you!

BOSS FIGHT E-102 Gamma

Once more, this is pretty much the same as the fight that Sonic had only you can use your Flight powers to drift over his laser aim and smack him in the back with your improved Tail Whip. If you're clever, you can hold down the B/X button and keep spinning into him to lay the hits thick and fast. Keep moving at all times and grab some rings early to make this fight end as quickly as it started.



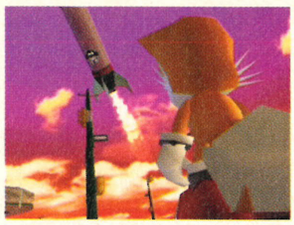
awesome moment

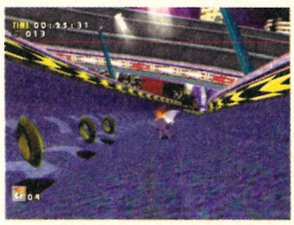
Once Tails rescues Amy from the Egg Carrier, he's got to save the city!

The Adventure Continues...

As E-102 is about to fall, Amy steps in to save his life! Tails thinks for a second and then accepts that Amy might be right about sparing him when suddenly the Egg Carrier begins falling out of the sky! As Sonic chases after Dr Robotnik, Tails grabs Amy and drops off the side into the dark clouds below...

Back in Station Square, Tails lands gently and watches with Amy as Robotnik fly his Egg Pod down a side street... and crashes into the ground! He begins cursing his luck at where he's landed and in his fury, launches a missile straight at the square! As it smashes into the buildings in the distance, Robotnik gives chase to stop it from exploding and blowing him in the process – Tails knows that it's up to him to stop Robotnik at all costs and follows the mad doctor onto the Speed Highway.





Tails' Adventure LEVEL 05

Speed Highway

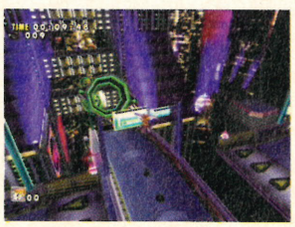
Target: Reach the missile before Dr Robotnik

The important thing to remember here is that you're racing against Dr Robotnik so you have to take shortcuts to win otherwise he'll cheat like crazy! Also, be careful not to touch him – unlike your friend Sonic, colliding with Dr Robotnik can be seriously bad for your ring total!

From the start try to edge around Robotnik so he doesn't hover down on top of you and as the track begins to dip, leap and fly onto the horizontal track above the main road. From here you can take a quick leap over to the next piece of track and finally up into the path of a Boost Hoop that takes you down to the first lift. Ignore this and drop down underneath the glass platform to find some more Boost Hoops that take you over to a small area with a Shield Pod on it. From here, leap to the right and follow the line of rings onto the highway with yellow and black borders – this cuts out a considerable section of the course and places you near the Roller Lift.

Run down the road and hit the Speed Rollers at the end to boost up onto the next section of highway via the Roller Lift then run along and leap off the road, passing through the Boost Hoop as you go. This will place you on another section of road with some lifts ahead of you – with some clever flying you can reach another set of Boost Hoops ahead and fly up into a small opening in one of the buildings. From here, jump to the building below and through another Boost Hoop before landing back on the road. Run down here to reach a flat section of roof.

The next part is quite tricky as it requires some precise jumping and flying on your part. Ignore the rocket in front of you and turn left to face the Boost Hoop. Leap through it and try to land on the small platform ahead then make another jump over to the ledge around the side of the building. Hit the checkpoint at the end and then turn the corner to find more Boost Hoops. You need to make it through all of these hoops if you want to reach the end in time although if you're really unlucky and fall down, you can still make it across the platforms below. Leap across all of the platforms, using the rockets to boost up higher until you can see Robotnik's missile up ahead. Get close and then make a huge jump to fly over all the remaining platforms and land safely inside the finish zone before Robotnik can even get close.



The Adventure Continues...

After being beaten to his missile, Dr Robotnik decides to wipe out the problem that's been bugging him for a long time – Tails himself! Confronting our hero in the casino area of Station Square, he flies up in his Egg Pod and returns fully kitted up in his latest robotic night... the Egg Walker!

BOSS FIGHT Egg Walker

It might look big and tough but this is a very easy fight if you keep your cool. Grab some rings immediately and then wait for Robotnik's first attack. He'll fire some huge incendiary bombs at you so run towards him to avoid the explosions and stop when you're standing underneath him. The Egg Walker will raise one of its feet and stamp on the floor so be ready to jump over the resulting shockwave. When things settle down again, the foot it raised will be glowing – run over and smack it with your Tail Whip to make the legs of the Egg Walker buckle and the cockpit drop down with Robotnik inside! Give this a whip with your tail to score your first hit!

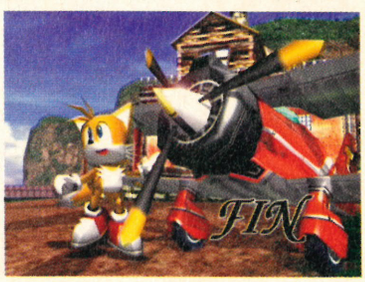
The Walker will leap up and land at the other end of the street, dropping a load of bombs on you as it does so! Jump and fly to avoid the explosions then run back underneath it while avoiding the flames it shoots at you. Repeat the same process as before to land another strike and it'll leap again back to the other end of the street.

This time, Robotnik isn't going to take any prisoners – he's coming straight for you! After dropping more bombs in your direction, the Walker will come strutting down the street and when it gets above you it'll go to stamp on you as before. However, you'll have to avoid two of the feet before attacking both of them to make the cockpit fall so move quickly and get your strikes in before Robotnik can recover. He'll attack this way once more before his last attack...

Finally, enough is enough – Robotnik keeps coming back for more with even larger amounts of explosions for you to dodge! The last time he comes after you, he'll throw everything he's got at you before trying to hit you with three of his feet. This means that you'll have to smack all three of the attacking legs of the Walker to make Robotnik fall for the last time – now get in there and make sure he doesn't get back up!

The Adventure Continues...

Robotnik is defeated, Station Square is safe... and Sonic is nowhere to be seen! All the glory belongs to Tails! Proud with his efforts, he flies back to his house in Mystic Ruin to tell his pal about what he's managed to achieve – for once, Tails is the hero of the day!



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Knuckles' Adventure

The Adventure Begins...

It's a dark and stormy night on the Floating Island. Knuckles the Echidna is watching patiently over his sacred treasure, the Master Emerald. All appears well but Knuckles knows even as he meditates that something is going to happen. Suddenly there's a tremendous crash and Chaos appears from out of nowhere behind Knuckles! With the Master Emerald smashed, Chaos attacks Knuckles and then disappears as the Floating Island hurtles straight into the sea below! Blackness falls all around...

Knuckles wakes up in Station Square outside the train station – head for the road leading back to where Sonic's adventure started, behind the station to your right. When you get there, run to the end and smash through the barrier blocking off the building to open the doors. Go inside to get onto the Speed Highway.

Knuckles' Adventure
LEVEL 01

Speed Highway

Target: Find the three shards of Master Emerald

An easy level as it's rather enclosed and offer only a few places that those Fragments can hide. The one thing to remember is that nine times out of ten, the Fragments are never at street level. If they are close to the road, they're more likely to be inside the small connecting passages running through the buildings that can only be reached by using the springs. There are other passages like this that must be checked out before ploughing through the rest of the level – the one near the waterfall at the start of the stage is an obvious example. Knuckles' climbing abilities make him perfectly suited to scale the walls of this sprawling city so make good use of this and his floating talent to travel between the outer walls and inner rooftops with ease. Remember to check inside all the containers and smash all the enemies as you go – if you get so much as a whisper on your radar then try to pinpoint the location as quickly as you can so you can move on. Don't forget the really high-up platform near the vertical road as this is often a favourite hiding place of the Fragments.

The Adventure Continues...

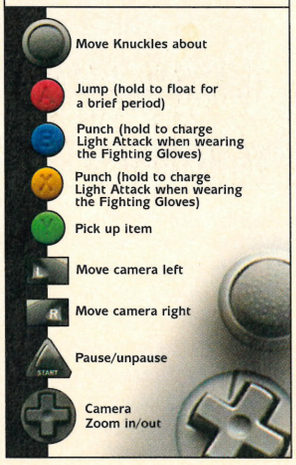
Knuckles leaves Speed Highway with the first set of Master Emerald fragments – finally, he's getting somewhere! Run back through to the main section of Station Square and head into the hotel before re-emerging into the casino part of town. The next Emerald shards are inside but the doors are locked so you'll have to press the button above them to get in. Climb up the nearby wall

MEET KNUCKLES

He thinks he's a bit of a hard nut but we know he's nothing but an Australian burrowing creature with no teeth. Knuckles didn't even want to be in this adventure but when Dr Robotnik messed with his Floating Island... well, he just had to do something about it. Let's kick Robotnik butt, Knuckles style!

CONTROLS

Here's how the pad works when playing as Knuckles...



Power-up Locations

Here's where to find and how to use Knuckles' special items...

Power-up
Digging Claws

Location
In the cave hidden behind Tails' house.

Purpose
Adds Digging to your abilities.

How To Use It
Press the **A** and **B/X** buttons together to dig into soil or sand.

Power-up
Fighting Gloves

Location
High up on the cliff-face behind Big's hut.

Purpose
Adds the Light Attack to your abilities.

How To Use It
Hold the **B/X** button for four seconds to charge it up.

awesome moment

With the Master Emerald destroyed, Knuckles has to find all the missing shards!

How To Play

> Don't know how to play as Knuckles? Here's a quick run down on the moves...

1 Spin Attack
Press the **A** button to leap up and curl into a ball that can destroy any enemies that it touches. Press the **B/X** button to fall back to the floor quickly.

2 Glide Power
Press the **A** button to jump and then press and hold **A** again to glide. You can glide until you either touch the ground or hit a wall although you won't be able to fly up. Useful for travelling long distances.

3 Climbing
Jump at a wall and you'll grab onto it with your knuckles – by using the Analogue Stick you can climb up and down the surface as well as across the wall. To get off just press the **A** button.

4 Thrust Attack
Pressing the **B/X** button causes Knuckles to shoot small fireballs out of his fists that have a limited range. Pressing **B/X** three times in quick succession makes him lunge forward on the third punch.

5 Digging
Once you've collected the Digging Claws, you can dig into soft soil or sand. Stand above the spot where you wish to dig and press the **A** and **B/X** buttons together to tunnel downwards.

6 Light Attack
Once you've collected the Fighting Gloves, holding the **B/X** button will charge up the attack. Release it when fully charged to destroy everything nearby.

with a line of rings leading up it until you come to a slanted sign advertising 'Chao In Space' – leap and float across from here to hit the button before dropping down and going into Casinopolis.

Knuckles' Adventure
LEVEL 02
Casinopolis

Target: Find the three shards of Master Emerald
Tackling this level is a bit annoying because while sometimes you can grab all three Fragments in a short time, other attempts can last for what might seem an age. There are many sly hiding places where the Fragments might be including inside the enemies next to the Ring Collection Room, at the top of the crow's nest of the pirate ship or even inside the engine room of the robotic pirate display itself! If you ever find yourself stuck, look for a nearby switch or grating that could serve as a way out of your temporary prison. Use the springs to fly up high and search the whole casino – if you can get right up to the top you can use your floating abilities to drift around and scan the area below.

[1] Check out this massive Sonic statue – jump up and smash it! [2] There's sometimes an Emerald fragment inside the lion's mouth so have a look!

Sometimes your radar will start going crazy when you approach the Sonic statue in the centre of the stage – this means that the Fragment is inside its feet! But how do you get inside? Stand at the front of the statue and check out the crack in the left foot (your right) – give this a quick smack and the statue will crumble, revealing the Fragment and destroying Sonic into the bargain!

The Adventure Continues...

As soon as Knuckles finds the third Emerald fragment, a strange light floats by. It quickly envelops him and he drifts off into a deep sleep. When he awakens, Knuckles realises that he isn't in Casinopolis any more! After a quick look around, he thinks back... if he remembers his history lessons correctly, this looks like the ancient Echidna temple village! But how did he get here?

Have a quick look around before leading Knuckles over to the front of the village near the exit – there you'll find Tikal having a strong argument with the elder of the village. Just when it gets to the exciting part, there's another flash of light...

infoburst
Extra information

> All of Knuckles' stages take place in the small enclosed sections of Sonic's levels. Explore everywhere to locate those missing shards!

and Knuckles is back outside the casino – typical! To his surprise though, Knuckles sees Sonic and Tails both looking rather woozy alongside him...

Head back into the hotel at the end of the street to catch Dr Robotnik trying to make his getaway in the lifts... and he's got the Chaos Emeralds! Knuckles needs those to restore his island to its original glory so follow Robotnik into the right-hand lift and ride it to the roof to face him. Knuckles confronts the evil doctor but then Robotnik plays his trump card and summons Chaos One! Realising that Robotnik is merging the Chaos Emeralds with Chaos to make him more powerful, Knuckles can only stand and watch as Robotnik places the silver Emerald into Chaos One to form Chaos Two!

BOSS FIGHT Chaos Two

> **Make sure you grab some rings quickly as this is going to be a tricky fight. Chaos Two's first attack is to turn into a giant ball and bounce around the arena trying to squash Knuckles – this is easy to avoid and you simply have to run around until he turns back into regular Chaos before attacking him. There is one small problem though... Chaos is invulnerable to attacks from the front! To hurt him, you'll need to jump high and use your Floating powers to drift over his head before dropping behind him and giving him a quick smack with your knuckles.**

If you get too close to him at the front, Chaos will either try to swing at you with his giant claws or speed himself out over the floor. If he does this, just stand well back or jump up and float around a bit until he changes back to regular Chaos to attack him again. You'll have to hit him a total of four times in order to send him packing.

continued>

walkthrough

sonic adventure

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The Adventure Continues...

After he beats Chaos Two, Knuckles faces Robotnik again and demands to know what he did to his Floating Island. Of course, Robotnik doesn't take the blame... in fact, he tells Knuckles that it was all Sonic's fault! What's more, Knuckles actually believes him! As Dr Robotnik leaves, Knuckles wonders how Sonic could have done such a thing...

The scene switches to the Mystic Ruin where we find Knuckles still in doubt as to what really happened to his beloved home. Knowing that he has to get to the bottom of this, Knuckles decides to carry on searching for the fragments of the Master Emerald. First things first though – let's get powered up! Run over to Tails' house and take the narrow passage to the left before ducking into the tunnel set into the wall. Go through the arch on the left... and watch as the gate slams shut behind you! Oh no!

Grab the Digging Claws in front of you – this gives you the power to dig into soil or soft ground. Now head through into the next chamber to find a small raised platform with an Robotnik symbol above it. Jump on top and dig into the soil to pull up an Egg Bomb then pick this up and take it over to the locked gate. Place the bomb under the Kiki cage on the wall to blow it up and open the gate – now pick up the bomb again, go back outside and through the large crevice in the wall to find the air vent that leads up to the Floating Island tunnel. Jump into it and then run down the passage at the top, past the Ice doors into the open area at the end. Take the bomb over to the Kiki cage outside the locked gate on the right and blow that one up too, opening the way into Red Mountain.

Knuckles' Adventure

LEVEL 03

Red Mountain

Target: Find the three shards of Master Emerald

The fact that this level is so open and huge makes finding the Emerald Fragments a slightly tougher job than on other levels. Try not to fall down too far or you'll have a lot of trouble getting back up to the higher sections where the Fragments are more likely to be found – use Knuckles' climbing skills to clamber up the cliff-faces with ease. Don't forget the yellow platforms directly behind the starting point as there is often a Fragment hiding at the bottom of it. Another favourite place to find Fragments in on a small platform on the edge of the self-contained lava pool near the top of the mountain – check all around this area as there are lots of enemies that could be concealing the goods. The best tactic is to circle the mountain and climb to the very top before scaling back down to search for any Fragments that you might have missed – however, this can be time-consuming when you're up against the clock so try to master the floating, climbing and digging skills before you attempt this level at speed.

The Adventure Continues...

After Knuckles leaves Red Mountain, guide him back through the tunnel past the Ice doors, then down the air vent and back to the main area of the Mystic Ruin. Head over to the lake on the left to find Sonic and Tails there, carrying what looks like a fragment of the Master Emerald!

1

2

[1] If you hit this Speed Roller, you can boost up either ramp to the clifftop above. [2] Make sure that you grab all of the rescued animals you can in the levels – they come in very handy for breeding your Chao characters!

BOSS FIGHT Sonic The Hedgehog

> This fight is quite a lot like the fight between Knuckles and Sonic during Sonic's adventure, only now you're playing for the other team! Obviously, Sonic is a bit faster than Knuckles and has his Homing Spin attack so you'll have to be cautious when fighting him. Grab some rings and then watch for Sonic's attacks – first, hell try jumping at you so just step to the side and then lunge at him with a couple of punches when he lands. Next, he'll go for his basic Spin attack so again try to steer clear of him by jumping and then smack him a bit when he stops spinning. Finally, Sonic will use the Homing Spin attack – this is quite hard to avoid so jump in the air and float towards him as he attacks so that you both get thrown back without getting hurt. Now while he's dazed, quickly dash in and finish him off!

When the final blow is dealt, a familiar story unfolds – Sonic drops the Chaos Emeralds, Dr Robotnik appears and grab them before giving them to Chaos Two to create Chaos Four... can you see a pattern emerging? Now it's Knuckles' turn to face the might of Chaos yet again!

BOSS FIGHT Chaos Four

> Again, this fight is identical to those fought by both Sonic and Tails. Because of your Float powers, you've got the same advantage that Tails had here so use it to the full and keep your eyes on Chaos to watch for the attacks that he uses on you. Try to keep some rings at all times and when you go for the strike on Chaos Four's head, simply float towards him and then release the A button to drop into a ball onto him, causing him damage. Five hits to the brain will send Chaos back where he came from.

awesome moment

Knuckles' journey to the Red Mountain is quite a trek, so get moving!

The Adventure Continues...

The battle might be won but the war is far from over – as the Egg Carrier appears from behind a cloud, Robotnik and Chaos are both beamed aboard to the safety of the skies. Knowing what he did was wrong, Knuckles apologies for blaming Sonic for what has happened... thankfully, Sonic forgives him and they become friends!

Turn around and run over to the side of the lake to find a new mine cart sitting on the tracks to the left. Jump in to reach the rain forest section of the Mystic Ruin and then jump off the ledge and float for as long as you can to reach the opposite side of the jungle. Before you go over to the ruined temple, head for Big the Cat's hut located near the back of the jungle – not only can you grab the Sonic Emblem hidden inside the hollow tree at the back but you can also climb the cliff wall and reach a high ledge where you'll find the Fighting Gloves waiting for you. Now fly off the ledge and float over to the temple in the middle of the jungle. If you check out the front of the temple, you'll see two pedestals that need to have items placed in them. Turn right from the pedestals and take the exit back into the jungle ahead of you before following the path to the left – there's a small opening on the left that you should duck into. Follow the passage and use your digging powers on the raised platform to find the Silver Statue – take this back to the temple and place it in the left-hand pedestal. The second statue is in a really obvious place... go back to the ladder at the start and climb back up to the mine cart leading back to the main area of Mystic Ruin and there it is, sitting on the ledge! Pick up the Golden Statue, take it back to the temple and place it in the right-hand pedestal to open a small hole between the two. Drop down into it to find the Lost World.

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Extra information

> Completing the different levels of Knuckles' game for emblems can be quite tough! You'll need to do them all to finish the game properly...

Knuckles' Adventure

LEVEL 04

Lost World

Target: Find the three shards of Master Emerald

Another slightly sprawling level only this time it's because the stage is so darn high! Remember that unlike Sonic, Knuckles doesn't need the Stained Glass Panels to run up walls – he can just climb them. There are lots of little platforms that could be harbouring lost Emerald Fragments inside crates so search everywhere and smash open everything in order to find them. There are also a few chambers off of the main temple that have sandy sections perfect to burying

Fragments in so check those too in case you need to do some digging. It's not too tough to begin with but when you've got a time limit to deal with... oh boy!

The Adventure Continues...

Once again, that mysterious light envelops Knuckles and transports him away, this time to the Floating Island shrine before it was ruined by Dr Robotnik! Run forwards over the bridge and up the stairs to the Master Emerald shrine to

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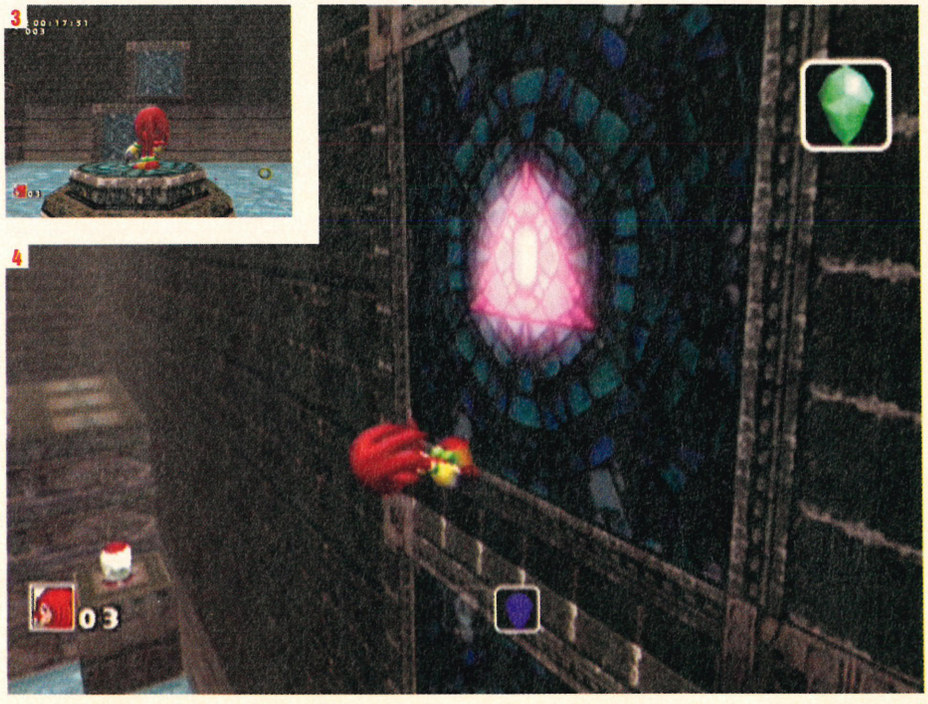

[1] With Chaos Four defeated, Knuckles has other business of his own to attend to. [2] Once you insert both statues into their pedestals, this floor panel will open to reveals the Lost World. [3] Press the buttons around the level to move the stained glass panels into line. [4] Now all you have to do is jump onto them and run up the wall!

continued >

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find Tikal in an obvious state of distress. As she turns to leave, a group of Chao start to dance in front of her before another bright light transports Knuckles back to the real Floating Island. Knuckles knows that it is time to repair the damage that has been done and places the fragments back into the Master Emerald... but nothing happens! There are still three fragments missing! The Master Emerald tells Knuckles that they are hidden deep inside the Egg Carrier, just as E-102 drops in from the sky!

Follow E-102 back through the passage to the main area of the Mystic Ruin and ride on the mine cart to get to the rain forest area. Run through the jungle towards the array of lights on the left and watch as E-102 goes into the Egg Carrier's docking station. Knuckles will follow, just as the Egg Carrier lifts off into the sky! After running forwards on the main deck and watching Robotnik convert the Carrier for flight, run through the main door ahead of you and into the pool room. Drop into the pool to find a hidden entrance that leads into another small room with a portal that goes straight onto the Sky Deck.

Knuckles' Adventure
LEVEL 05

Sky Deck

Target: Find the three shards of Master Emerald

Whatever you do, DON'T touch the joystick ahead of you! It'll only lead to a lot of running back and forth in the long run so leave it for a moment and go exploring the level. Try to find out where all of the Fragments are quickly as most of the time, the location of each one is relevant to the pushing of the joystick. If there's a Fragment inside the chambers directly underneath where you start, the joystick must be pulled back (towards to screen) for the doors to open and let you in. Similarly, if there's a Fragment in the chambers at the far end of the level to the right, the joystick must be pulled right in order to open the doors. The final likely hiding place is under the large crates in the middle of the deck – the direction of the joystick is dependant on which box is covering the Fragment as the boxes slide both ways along their runners. Either way, you'll need to dig into the dirt underneath once you've uncovered the spot. Don't forget to check underneath all of the larger cannons and high up in the sky near the crane – those Fragments could be hidden anywhere!

The Adventure Continues...

With the last three fragments secured, Knuckles' quest is over! Suddenly that familiar bright light appears again and transports him back to the Floating Island of old... and it's burning like crazy! Run forwards to find Tikal lying on the floor – just when Knuckles is about to help her, something cries out in pain from the temple ahead. Could that be... Chaos?

The bright light takes him back once more to the inner chamber of the Egg Carrier. Leave through the door and climb out of the pool before going back to the main deck. Just as Knuckles is about to go home, he spots something in the distance. Something is going on over by the glass dome so take Knuckles over there to find Sonic and Dr Robotnik squaring off against each other. With the arrival of Knuckles, Dr Robotnik knows that he has to take on both of them at once and there's only one way to do that – enter Chaos Six!

BOSS FIGHT Chaos Six

This is another fight that is similar that the one fought by Sonic although for some reason it is made even tougher for Knuckles! While Robotnik is not there to pester you by flying about, the Freeze Pods are just hanging in the air. If you want one, you'll have to jump up and hit it as you fall down without getting hit by the freeze beam or Chaos! Things are made even more complicated by the fact that two of the glass panels have been blown out of the dome so if you want to change sides, you'll need to run across the middle which is very dangerous as that's where Chaos is most of the time! Keep hitting Chaos with the Freeze Pods and when you've frozen and smashed him enough, the fight will finally be over.

[1] If you move this joystick, the whole Sky Deck will tip on its side! Be sure you know which way you want to move it... [2] Once you grab hold of the crane, don't let go – there might be an Emerald Shard hanging around nearby!

The Adventure Continues...

Chaos has been beaten by Knuckles and the Chaos Emeralds are once again the hands of those who need them. As the Egg Carrier crashes out of the sky, Knuckles heads back to the Floating Island to finish the job of repairing the Master Emerald. That done, the power of the Emerald is restored and the Island takes off once more into the skies. Knuckles returns to his meditation, knowing one day that if he is ever needed to defend the Emerald again in the future, he will be ready!

awesome moment

Amy's adventure starts with a real bang – it's not every day you run into Sonic!

Amy's Adventure

The Adventure Begins...

After a hard day shopping, Amy just wants to get home. Thinking about Sonic as she walks and the adventures they've had together, she's truly happy. Suddenly, a dark cloud falls over Station Square, startling Amy and causing her to drop her shopping. She looks up... and sees the Egg Carrier! It's Dr Robotnik! He's back!

As Amy looks up, something falls from the sky and lands on her head! Waking up, she looks to find a small bird lying unconscious on the pavement. Amy picks him up, just as one of Robotnik's sentry robots drops in to check out the situation! It must be after the bird! Quickly, Amy runs down the street and ducks into a nearby Burger Shop to avoid the Zero sentry as it gives chase. Once the heat has died down Amy leaves the shop, determined to find out what is going on!

Run down the road to the main section of Station Square before heading through into the hotel complex. Take the double doors on the right to enter the casino area of town where you'll find Sonic walking down the street. Amy knows that if one person can help her, it's Sonic! After showing him the bird and asking what is going on, guide Amy back to the main area of Station Square and over to the lift entrance of Twinkle Park where Sonic is waiting. Suddenly out of nowhere, Zero appears looking for Amy's new friend! Of course, Amy is too busy checking out the wonders of Twinkle Park to notice and ventures inside to take a quick peek.

How To Play

Don't know how to play as Amy? Here's a quick run down on the moves...

1 Hammer Strike

Press the B/X button to pull a massive mallet out of nowhere and swing it once. This is her main attack instead of a Spin Attack and can be performed in the air as well as on the ground.

2 Hammer Leap

When running at full speed, press the B/X button to strike the ground with your hammer and perform a huge somersault. This is necessary for getting over obstacles that are too high to jump over normally.

3 Hammer Spin

Once you've collected the Warrior's Feather, hold down the B/X button and spin the Analogue Stick round to swing your mallet. When you are swinging at full speed you can stop spinning and just hold B/X to keep performing the move. Releasing the button stops the attack.

Amy's Adventure

LEVEL 01

Twinkle Park

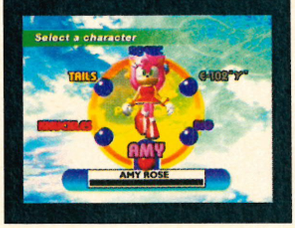
Target: Reach the balloon and escape Zero

The first stage of Amy's adventure begins mid-way through the Twinkle Park level that Sonic has to encounter. Run down the stairs in front of you to reach the pool area – from here, instead of running forwards and hitting the springs to reach the roof above, Amy has a different task ahead. Use your hammer to activate the large red button in the floor then run forwards and to the right to make your way around the pool. There are two more red buttons to find hidden among the exploding barrels so hit them while dodging the Kikis and Zero who will be hot on your trail by now. With all three buttons pressed, the doors of the castle back at the base of the stairs will have opened, allowing you to go inside.

Avoid the two large Spiked Balls and the Kiki on the far side before passing through the next sliding door into the Mirror room. This section can be tricky as you have to keep your eyes on the real Amy rather than the reflections while you make your way along. Dodge the Spiked Balls as best you can and steer clear of Zero behind you – if he gets too close, smack him with your hammer to stop him for a short time. At the end, go through the next arch and down the stairs, leaping over the spikes at the bottom. Run past the inflatable hiding round the corner, hit the checkpoint and pass through another arch into the next Mirror room.

MEET AMY

Sonic's girlfriend is the first new face to spring up along the road to beating Dr Robotnik. She might seem all sweetness and light but if she was, Dr Robotnik wouldn't have dispatched one of his Zero robots after her now, would he? We only have one question though – exactly where does she keep that huge mallet when she's not carrying it?



CONTROLS

Here's how the pad works when playing as Amy...

Power-up Locations

Here's where to find and how to use Amy's special items...

Power-up
Warrior's Feather

Location
Given to you when you win the Hedgehog Hammer game.

Purpose
Adds the Hammer Spin attack to your abilities.

How To Use It
Hold the B/X button and spin the stick around to use the attack.

Power-up
Long Hammer

Location
Given to you when you beat your own High Score on Hedgehog Hammer.

Purpose
Adds more length onto your Hammer Spin attack.

How To Use It
Hold the B/X button and spin the stick around to use the attack.

continued>

ntinued >

Run through here, avoiding the Spiked Balls as before and up the slope at the end, killing the two Kikis at the top. Go through into the last Mirror room; this one is more difficult as the Spiked Balls are all over the place rather than just down the middle of the path. You'll also need to look in the reflections to spot the hidden traps – if there's a hole in the reflection of the path ahead, you should jump over the tiled floor that matches it unless you'd like to fall to your death. Climb the stairs to reach the arch at the top (use the springs if the jumps give you hassle) and then run down the next corridor to find a big set of double doors leading out into the main park again.

Hit the checkpoint and collect all the rings before heading to the right of the large metal gates – you'll have to jump quickly over the exploding barrels to carry on but make sure you don't get caught in the blast. Go up the slope past the Spiked Balls, collecting more rings on the way and then take out the Kikis at the top to stop them throwing bombs. Finally, grab the Extra Life hanging in the air to the far left before running back, giving Zero once last smack and hitching a ride on the balloon out of there.

[1] These mirrored rooms can be a real pain to get through. [2] Watch out for hidden pits ahead – you can see them in the reflection of the room! [3] If you want to hide from Zero, use the barrel to hide from his sight. [4] Use the balloon to escape Zero's clutches!

The Adventure Continues...

When you exit Twinkle Park, run to the double doors opposite to get back to Station Square. As Amy leaves and wonders where Sonic has disappeared to, a dark shadow falls over her... it's Zero and he's right behind her! There's no escape this time – Zero grabs Amy and the bird before hovering back to the Egg Carrier as Sonic watches on helpless from a distance!

Amy awakens to find herself in the cells of the Egg Carrier, watched over by E-102 Gamma. The robot is abrupt in his demands – he wants the Chaos Emerald around the neck of the little bird! Amy refuses to give it up when the bird suddenly flies over to E-102. He looks at it for a second... and then releases Amy from her cell! His sudden change of heart amazes even Amy and she thanks him for his help before leaving. Run through the double doors at the end of the cell area to find the Hedgehog Hammer game.

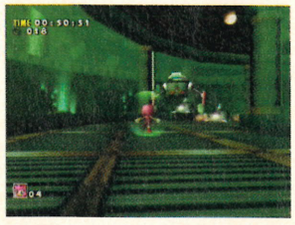
Amy's Adventure
LEVEL 02

Hot Shelter

Target: Reach the balloon and escape Zero

Amy's longest level is quite tough but also rather clever in the puzzles it throws at you. When the lift finally reached the bottom, run through the door and down the corridor to the end. You'll notice that the door ahead won't open for you automatically so it looks like you'll have to do it yourself. Go to the small console on the right and press the **B/X** button – you will grab hold of the winch on the side. Now spin the Analogue Stick in a ANTI-CLOCKWISE direction to raise the door. Press the **A** button to let go of the winch and carry on down the tunnel.

Get the Bubble Shield and then turn left down the



SUB-GAME Hedgehog Hammer

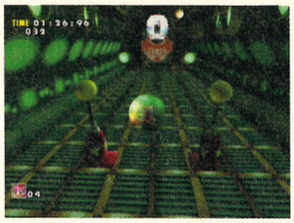
As you enter the Hedgehog Hammer room, you'll find that the door leading into the main area of the Egg Carrier is locked. The only way to open it is to beat Dr Robotnik's high-score on the Hedgehog Hammer game so you'd better give it a whirl. Leap onto the central platform and jump into the air to start the game.

The rules are simple – you have to use your mallet to smack down the Sonic heads as they pop out of the holes surrounding you, just like the mallet fairground games. There is no pattern to when or where they appear so you will have to keep your eyes open for them and strike them as quickly as possible. Blue Sonic heads are worth 100 points while Super Sonic heads are worth a whopping 500 points! However, make sure you don't hit any Robotnik heads that pop up as doing so will subtract 200 points from your total! When you get higher than 2000 points (Robotnik's high-score), stop hitting the targets and just let the time run out – after all, you've got to beat your own high-score to receive the Long Hammer later in the game so why make it more difficult for yourself by getting a monster score now?

As soon as you beat Robotnik's high-score, you'll receive the Warrior's Feather which allows you to perform the Hammer Spin attack. It will also open the door to the main chamber – go through it and then use your mallet to strike the button in front of the door to your right. Once it opens, go inside to enter the Hot Shelter.

awesome moment

The heart-warming moment when E-102 chooses to set Amy free. Ahhh.

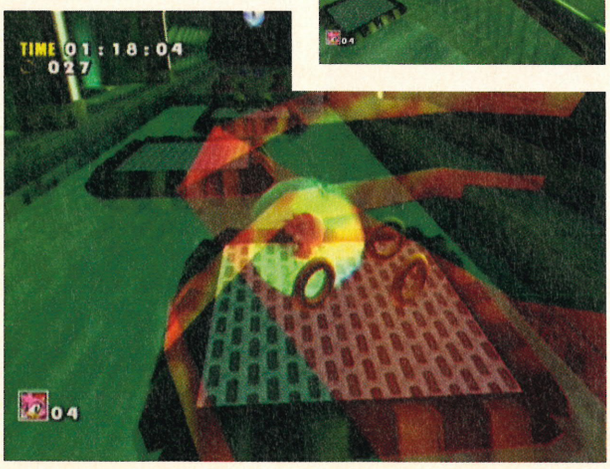


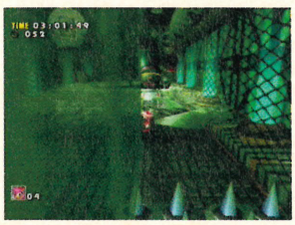
corridor. Avoid the Egg Keeper and the two Spiked Balls but watch for Zero bursting out of a glass tank on the left as you reach the next set of item pods. Run over to the small pool and use the floating platforms to cross to the other side – if you fall in, you'll need to get to the end and climb up the ladder to the surface to get out again but make sure you don't drown! Go to the far side of the passage and kill the two Kikis there before turning the next winch in the same anti-clockwise direction to open the door to the main tank.

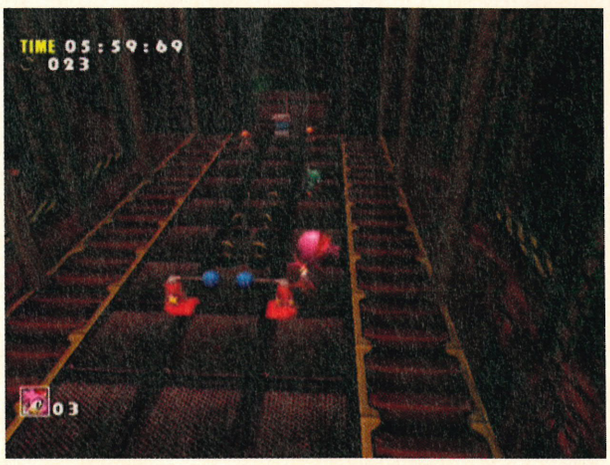
Drop inside and climb the metal stairs to the top before pushing the red button in the centre. This floods the tank and raises a platform directly opposite where you entered, allowing you to reach the door on the other side. Use the winch to the right of it to open the door, turning it clockwise three times to light the red lights and then anti-clockwise once to turn on the green one. Hit the checkpoint and run through the first tube room, dodging the spikes and climbing the metal stairs at the end. Go through the small opening to the next room and take cover as Zero smashes through to say hello. Run down the passage to the stairs and this time push them to the left so that they sit under the small opening set in the wall above. Climb up and go inside to escape Zero for the time being.

When you drop into the toilets at the bottom of the tunnel, find the exit on the left and then take a quick right in the passage beyond to avoid Zero dropping in. You'll need to use the winch to open the door while trying to keep Zero off your back so alternate between turning the winch anti-clockwise and hitting the robot with your hammer. Go through the door and drop to the bottom then enter another archway to find the engine room – if you can get into the higher opening as you drop down, there's an Extra Life and Invincibility waiting for you. Cross the cogs ahead to the platform on the far side and press the switch – this reverses the direction of the cogs and allows you to go higher. Climb the next big cog and run across then leap onto the spring on the right to reach another raised platform. Hit the checkpoint and collect all the Ring Pods then ride up on the right-hand cog to the level above. Press the switch to reverse the cog direction again and drop back down before using the left-hand cog to reach the opposite raised ledge. Run left and collect the Invincibility then go straight past the Spiked Balls and Kikis, through the two sliding doors and out onto the metal platform.

Press the button at the end to rotate the platform to the next doorway before passing through it – watch out on the other side as Zero drops in yet again. Run forwards, ignore the stairs and Kikis and instead run round to the left to find a lift. Turn the winch to rise up on it to the level above then walk along and drop down to find more lifts. Use them in sequence to reach the very top then run forwards to enter the TV room. Use the **Y** button to pick up the crystals and place them in the correct holes (purple to purple, orange to orange and so on) – when you complete the sequence, Zero appears and crashes through the screen in front of you!







infoburst

Extra information

> **You'll need to use all your skills when playing as Amy. To be honest, she's a bit useless! Still, we wouldn't say that to her face...**

Knock him on the head and run through the hole he made to find another walkway that you have to run along. Follow it to the top and hit the checkpoint to find a split in the path. There's a lift with a winch, a ramp on the right and a ladder on the left but it doesn't matter which one you take as they all lead to the top level – make sure you grab the Invincibility and Speed Shoes under the ramp before you go though.

Here, you'll find another set of crystals that need to be set into the floor in order to open the path ahead. The orange, purple and yellow crystals are easy to find, but where's the blue one? Hit the spring on the right and you'll find it, perched up high on the beams above. Collect the Extra Life on the end of the middle beam and then grab the crystal and drop down, setting it in place to open the door. Run down the new tunnel and open the sliding doors at the end to find the balloon – watch out for all the Kikis swarming around the base of it as you make your escape!

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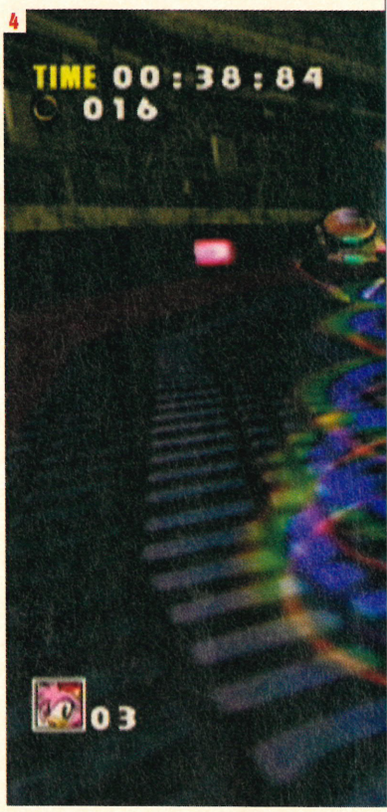


[1] Being transported to an ancient lost city has its drawbacks! [2] That's Tikal, the only person in the tribe who believes in the ancient prophecy. [3] She promises to protect the Chao from harm, no matter what might happen. [4] The Egg Keepers won't protect you though – instead they'll do everything they can to do you harm!

The Adventure Continues...

As Amy floats away, a strange light envelops her... she awakens again to find herself in the ancient Echidna city! Wander round and talk to everybody you can find – when you've explored everywhere, run back to where you entered and go through into the cave passage beyond. Run down the passage and across the bridge at the end to find Tikal playing with a group of Chao. Suddenly, there's activity from the water around the shrine... Chaos rises out of the water just as Amy witnesses another flash of light and finds herself in the pool room of the Egg Carrier!

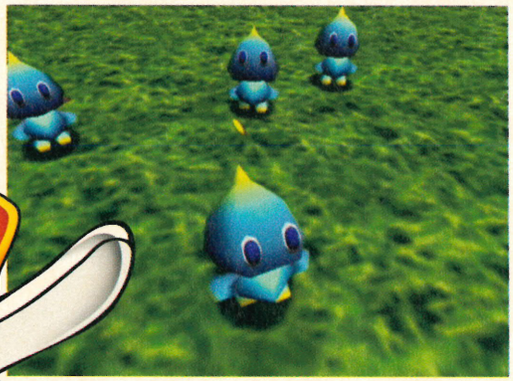
Exit the pool room through the doors at the end to find yourself on the main deck and be confronted by Dr Robotnik himself! After Sonic and Tails appear, Robotnik grabs another Chaos Emerald and orders E-102 Gamma to attack Sonic! As they fight, Sonic goes for a crushing blow but Amy stops him – she doesn't want to see the creature that saved her life destroyed. Just as a heart-touching moment is about to happen between Sonic and Amy, the Egg Carrier begins to fall out of the sky! After Amy expresses her thanks to E-102 and tells him what he must do, Tails grabs her and flies Amy to safety as the Egg Carrier crashes down around their ears!

infoburst

Extra information>

> Get the hang of jumping up high with the Hammer Leap to allow Amy to reach goodies that would normally be out of her reach!

Back in Station Square, Tails drops Amy off in front of the hotel. Waving goodbye, Amy and her bird friend are about to leave when Amy notices the charm necklace around the bird's neck. Inside is a picture of the poor thing's long lost family – Amy decides that she should reunite the bird with them! When you arrive back in the Mystic Ruin, take the mine cart next to the lake through to the rain forest section. Run along the path on the left to reach the Egg Carrier's docking station – go inside and through the lab area to the door with pressure pads in front of it. Use the same combination that you used during Sonic's adventure to open the door (Five, Three, Four, Two) before running into the Final Egg area.



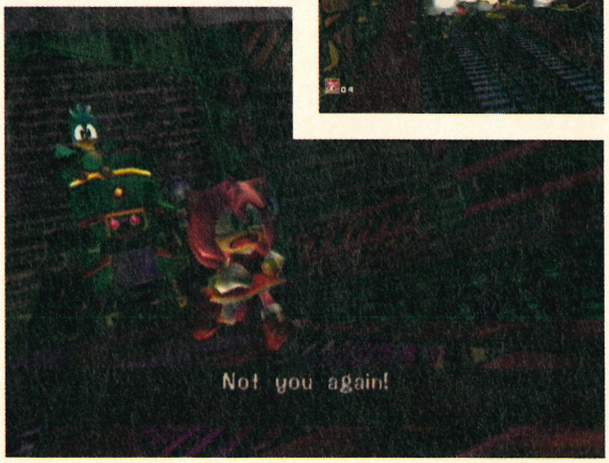
Amy's Adventure
LEVEL 03

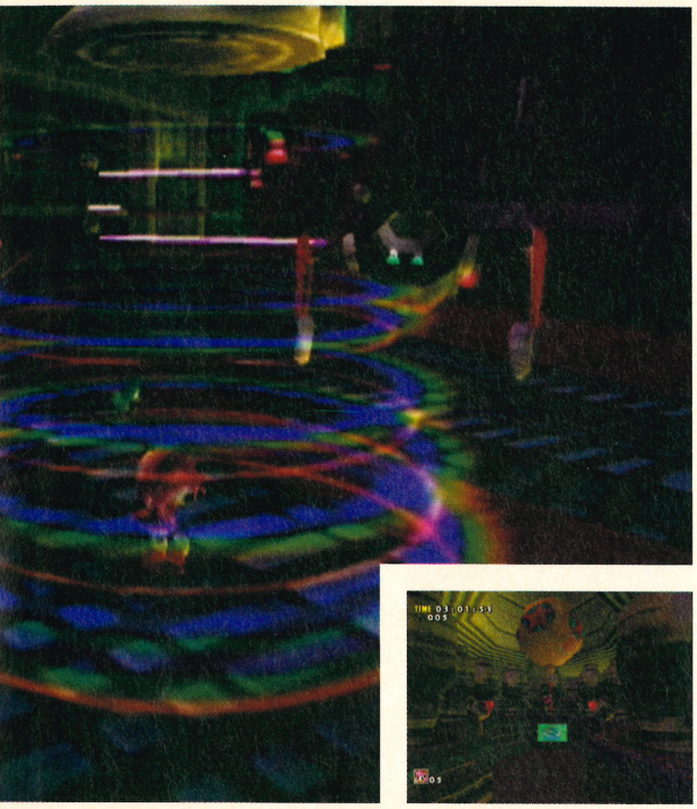
Final Egg

Target: Reach the balloon and escape Zero

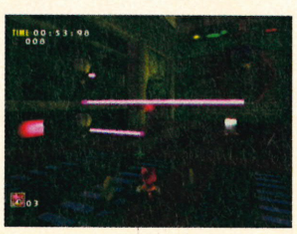
This is a very simple level with only some minor obstacles to avoid. Turn around immediately at the start and smack Zero on the head to slow him down for a second before running down the path marked by rings ahead of you. Take a zigzag path through the laser generators (unlike in Sonic's adventure, you don't have to destroy them yet!) and then dodge the Spinas and Spiked Balls on the other side. Get some speed up by running down the slope collecting rings and then hit the springs at the bottom to fly up onto the next level – watch out for the mechanical claws as you land though. Hit the checkpoint at the end and take out the lowest laser generator on the left to clear the way forwards but avoid the nasty Egg Keepers just in front of you. Destroy the next laser generator, grab the Extra Life underneath the dangerous mechanical claw and then take a sharp left into the new tunnel.

Run down this rather empty tunnel, watching out for Zero as he bursts out of a wall on the right at you, and destroy another laser generator to get into the next passage. Carry on running until you get to a large enclosed room at the end. Push the large button with your





hammer and then wait for the lift to arrive – you may need to keep Zero busy by smacking him a couple of times until it gets there. Jump inside and ride it to the top then get out to find Zero waiting for you (how does he do that?!). Take a quick right into the next room, destroying a laser generator as you go and climb the stairs to find a passage in the wall above – grab the Extra Life as you go. Head down the tunnel and go into the room at the end with six doors leading out of it, hitting the checkpoint as you enter. Sadly, the way out is a random choice so you'll just have to open each of the exits in turn to find which one conceals the path forwards. When you find it, run along and hit the checkpoint then take a sharp right and avoid Zero as he bursts through another wall. You need to get into the raised passage on the left and there are two ways of doing it –



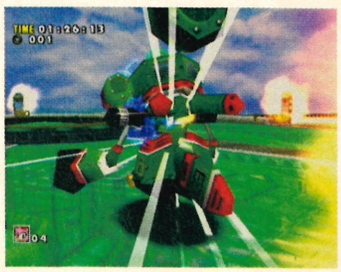
either move the large steel can by getting inside it before jumping on top to get extra height (very risky) or running at the passage from a distance and using the Hammer Leap to fly up high enough and get inside. When you do, kill the Spina at the end of the passage and leap forwards to grab the floating balloon to safety.

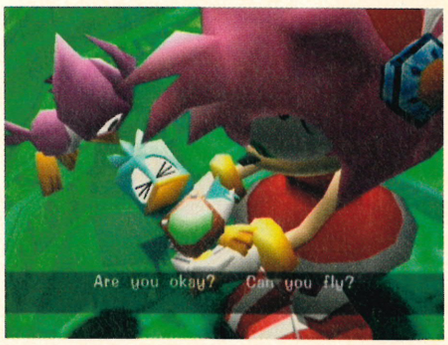
The Adventure Continues...

Amy escapes the clutches of Zero yet again and makes it back into the lab area of the Egg Carrier, breathing a sigh of relief that she's safe. Of course, Zero isn't gone so there's only one way Amy can be safe – she'll need to deactivate him personally! Make the long trip back to the main area of Mystic Ruin via the mine cart and drop into the bottom of the train station. You'll find a raft there that you need to carefully jump on board of to get back to the Egg Carrier's main deck. Once you get there, you find your bird friend... and he's found the rest of his family! The celebrations are short though as once again, Zero crashes the party! Amy's had enough – it's time to end this once and for all!

BOSS FIGHT Zero

The main tactic to use when taking on Zero is to keep moving at all times – this way, he'll find it virtually impossible to lock onto you with his arm boosters. However, you will need to watch for him jumping in the air and slamming both hands into the ground as the resulting shockwave can be pretty nasty if it catches you unaware. To hurt Zero, you'll need to hit him with your mallet until he lands in the electric field surrounding the arena. When this happens, the robot blows a fuse and loses his head, quite literally – the top of his helmet pops off for a few seconds, revealing his weak point. You'll have to leap up to hit it with your mallet before repeating the process and once you've done it three times, the bane of your recent life will explode in a shower of metal parts and sparks.





The Adventure Continues...

With Zero gone, everything in Amy's life is back to normal. However, it seems that her bird friend is hurt! After a little cuddle from Amy, it wakes up and flies off into the distance with its family... but it can't leave without saying goodbye to its new friend! Coming back for one last touching moment, Amy and the bird know that they'll always have each other no matter where they are... goodbye Amy's feathered friend!

E-102, Big & Super Sonic

We'll cover Big, E-102 and Super Sonic's adventures next issue!

You'll find every Emblem location, Chao breeding tip and racing hint over the page!

continued>

The Elusive Sonic Emblems

As is normal for many games these days, finishing the game isn't just a case of reaching the end. Sonic Adventure offers plenty of replay value by giving you the chance to collect Sonic Emblems – you'll have seen them if you've finished the game as any of the characters. There are 130 Emblems in the whole game to find and getting them all is not an easy task by a long shot. You'll need to finish all of the levels as all of the characters, achieving certain criteria to gain each Emblem. Think you're up to the challenge? Then follow our guide to all 130 Emblems and become a true Sonic master!

In-game Emblems

There are four Emblems hidden somewhere in each of the three areas. Although many are obvious to spot, you might need to be a particular character in order to reach the place where they sit. Check out where each one is before you choose the right person (or hedgehog) for the job and go and get it!

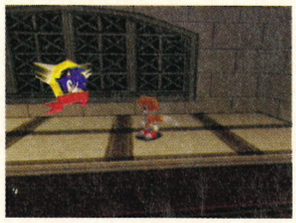
Station Square

Emblem A: Go inside the Burger Bar near where Sonic meet Chaos for the first time. It's sitting inside next to one of the tables – any of the characters can get this.

Emblem B: Around the corner from the casino is a small alleyway. Look high up above where the Snowflake Crystal sits and you'll see the Emblem – use Knuckles to climb or Tails to fly up and get it.

Emblem C: Hidden in the grass outside Sonic's exit of Speed Highway (where you first met Chaos) is one of the Emblems. Use Tails' Tail Whip to cut down the blades and reveal its hiding place.

Emblem D: Run into the Train Station and stand by the stairs before turning to face the doors. The Emblem hangs above to doors on its own little shelf so you'll have to climb to the main platform as Knuckles and then jump towards it and float over to collect the Emblem.



Mystic Ruin

Emblem A: Running through the jungle section towards the Mystic Ruin itself, run to the far side and under one of the fallen trees to find the Emblem tucked away underneath.

Emblem B: There's a hollow tree just next to where Big The Cat's hut is in the jungle. Use Knuckles or Tails to get up high enough and grab the Emblem out of the branches near the top of it.

Emblem C: Run behind Tails' house and look across the gap to see the Emblem sitting on a platform in the distance. Use Knuckles and float over to collect it.

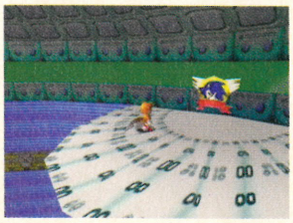
Emblem D: Still playing as Knuckles, go to the bridge that leads over to the Floating Island and jump off the left-hand side of it – the Emblem is hanging in the air so float over to get it before climbing back up the cliffside.

Egg Carrier

Emblem A: Once you've infiltrated Dr Robotnik's bedroom, step on the button to make his bed open up. The Emblem is sitting amongst his pillows! Grab it and scarper before he comes back...

Emblem B: Check out the swimming pool inside the Egg Carrier but don't go for a swim. Instead climb up onto the diving board and then leap over to the raised platform where the Emblem sits, using Tails to get some extra height if you can't make the jump.

Emblem C: Make sure that the wings of the Egg Carrier are extended by pressing the button under the chair in the cockpit. Now run along the platform and press the next button to call the Railcar – jump inside and ride it to the end of the ship. Jump into the cannon at the end to blast open the large boxes and find the Emblem inside.



Emblem D: On top of the rotating disc in the middle of the deck is the last Emblem – it's mighty tricky to get up high enough to grab it though. Try using Knuckles to climb up the sides of the tower or Tails to fly up and collect it.

1

[1] Accessing Robotnik's bedroom isn't easy – not only do the Egg Carrier's wings have to be extended but you'll have to press the secret button to open the door...

Character Emblems

Each character has a total of three Emblems to collect on each level as well as one final Special Emblem. It's not as easy as it sounds though – there are many different criteria that have to be met in order to collect the Emblems so you'll have to play through all the levels several times if you want to find them all!

Sonic

Emblem C: Finish the level.
Emblem B: Finish the level with more than 50 rings.
Emblem A: Finish the level under the time limit.
Special Emblem: Finish Sonic's adventure game.

The Emblem A time limits for each level are...

Emerald Coast

Time limit: 2 mins

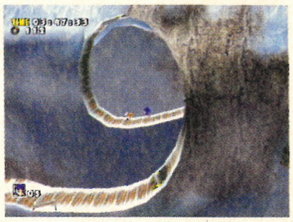
A tough time to beat even if you know the route you've got to take. Use the Spin Dash often to fly through most of the level, make sure you grab the Running Shoes placed high on the wall as you run through the section just after the lighthouse and zip through the cave high to the left at the end of the same section. Also make use of the sly shortcut just after the loop that goes round three times – at the vertical ramp

following the loop, use the Spin Dash and hit the Speed Rollers while pushing to the right on the stick. You should fly to the right and cut out a good portion of the level before using the Spring at the end of the island to leap up to the straight before the finish.

Windy Valley

Time limit: 3 mins

Use your Jump Dash attack repeatedly from the higher ledge near the start to cut out the whole first section of the level and reach the Tornado in record time. When leaping between platforms inside the Tornado, hold right to get onto the Multi-jump Pads quicker and then left to hit the final spring on the first try. Most of all, don't stop running and try to keep central on the speed paths as you make your way down to the exit – try to get onto the top path around the windy tower to avoid all the Spiked Balls and nasties.



Casinopolis

Time limit: 5 mins

You're going to need 500 rings fast here so instead of earning them, why not cheat a little? Go onto either of the pinball tables and let all the balls drop so that you end up in the sewers. Take the path through here, use the left-hand route in the first fan room and the one straight ahead in the second to collect a whole ton of rings and then dump them in the collection room. Do this twice and you'll finish the level with plenty of time to spare.

Ice Cap

Time limit: 4 mins

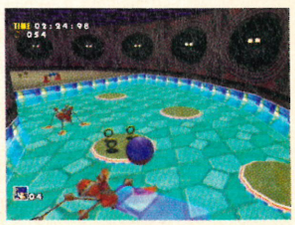
Right at the start you can cut out the first area of the mountain by dropping to the bottom and using your Light Speed Dash to zip over the line of rings next to the raised ledge. From here, take the Boost Pads and jump around to clear the opening section in less than 30 seconds. As you enter the next section, push forwards so that you fall down

underneath the ledge you started on and cut out a couple of springs – you can also cut some time out by taking the icicle jumps as quickly as possible as well as using your Spin Dash up the steep slopes. Make sure you hit as many of the orange ramps as you can during the snowboarding stage – not only does it make you look flash as you pull off stunts but it also gives you a huge boost of speed.

Twinkle Park

Time limit: 3 mins

As you'd expect, try to stay away from the walls and hit every speed trap while racing through the hovercar section – you're looking for a time of around 1 min 35 secs by the end to have any chance of making it. In order to reach the end in time you'll need to take another shortcut by not dropping into the hole at the end of the roller coaster – hold right on the stick as it comes to a stop and you should end up in the docking area. Go back the way the roller coaster came in and leap across to cut out a large portion of the level then take the top route via the blue spires along the rooftops to reach the finish in time.



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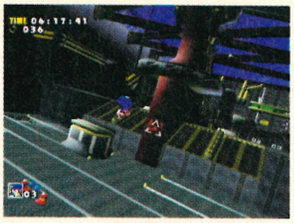


Speed Highway

Time limit: 2 mins 30 secs

As you're running down the main highway, there's a vertical wall that you need to run along – try not to fall down and run up as high as you can without hitting the barriers to reach a really nifty shortcut through half the level. Take the higher routes along the rest of the highway and once you're in the town area, stick to the rooftops to cut out all the wide corners. Head for the fountain at the end to take a big jump up to the finish.

Red Mountain

Time limit: 3 mins

There are a couple of routes through Red Mountain although it'll take you a few attempts to get the Emblem. Most of time you can drift as you fall from the rocket boost so that you land on a different area that you're supposed to, usually giving you a few extra seconds to play with. Other than that, try to keep your eyes open for any quick leaps you can take over to different sections and watch for enemies that might float down from above.

Sky Deck

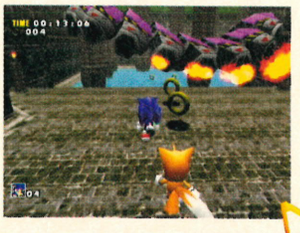
Time limit: 5 mins

You can cut out a small section of the first area by leaping off of the high balcony before the winding ramps with Spiked Balls on them – make sure you land properly on the platform below or you'll be falling for a while. Don't wait for the pillars to face in the right direction before jumping but jump and drift as you fall to shave off another few seconds. Finally, get as far through the second section as you can before the deck starts to tip – having to use ladders wastes valuable time so the further on you get, the more time you'll save.

Lost World

Time limit: 4 mins 30 secs

The main thing to do here is to get through the Snake Room as quickly as possible. Having to wait for the snake to come back round can be a pain so try to work out a decent route that keeps you moving at all times – don't forget you can run in the opposite direction that the snake is travelling in to get round the room. When climbing the Stained Glass Panels in the next room, try to keep moving and don't fall off or you'll never make it. You might want to run along the tops of the panels if you think you're good enough as it'll save you some time.



Final Egg

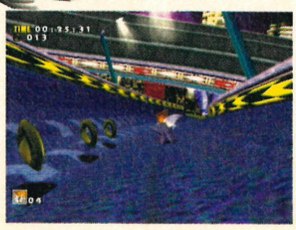
Time limit: 4 mins 30 secs

No real shortcuts here so try to keep moving and don't get hit too many times or you'll never make it. Ignore all the bonuses and just head for the exit – try to get across the floating lifts as quickly as possible by working out the correct route and then just going for it!

Tails

Emblem C: Get to the end of the level first.
Emblem B: Get to the end of the level first with over 50 rings.
Emblem A: Get to the end of the level first again.
Special Emblem: Finish Tails' adventure game

Tails' emblems aren't too tough as your aims are basically what you have to do in the game anyway. If possible, try to make good use of the Boost Rings to stay ahead of the opponent – Sky Deck and Speed Highway are two good examples of this. If you stick to the main route then you're likely to be overtaken so don't do it!



Knuckles

Emblem C: Find all three Emerald Fragments.
Emblem B: Find all three Emerald Fragments faster than you did for Emblem C.
Emblem A: Find all three Emerald Fragments in less than a minute.
Special Emblem: Finish Knuckles' adventure game.

Finding all of the Emerald Fragments isn't too much of a chore if you know each of the level's layouts and the possible places where each of them could be, but make sure you've got the Silver Knuckles if you need to dig for any of them. The main problem comes when you have to find all of the Fragments in under one minute – as the placement of each Fragment is random, there's no way to know where they could all be! The easiest way is to be a bit sly and cheat. Spend some time wandering around trying to find the first Fragment using the radar but when you find it, **DON'T TOUCH IT!** Instead, pause the game and choose Retry (make sure you've got some lives left over to be able to do this) then leg it through the level and collect the first Fragment in the quickest time possible, seeing as now you know where it is. Each Fragment acts as a save point in the level, so now you can hunt around and find the next one before hitting Retry again and racing over to that Fragment and so on. Keep doing this and you'll have all three Fragments in well under a minute.

Amy Rose

Emblem C: Get to the balloon at the end of the level.
Emblem B: Get to the balloon with more than 50 rings.
Emblem A: Get to the balloon under the time limit.
Special Emblem: Finish Amy Rose's adventure game.

The time limits for each level are...

Twinkle Park – 2 mins
Hot Shelter – 6 mins 30 secs
Final Egg – 2 mins 30

Seeing as much of Amy's levels are the same as Sonic's, you shouldn't have any trouble making it through under the time limit. If at any time you think that Zero is going to target or grab you, turn around and give him a good smack with your hammer – that should sort him out for a while!

Big The Cat

Emblem C: Catch your pet frog.
Emblem B: Catch a fish weighing more than 1000g before catching your frog.
Emblem A: Catch a fish weighing more than 2000g before catching your frog.
Special Emblem: Finish Big The Cat's adventure game.

The big trick to catching the larger fish when chasing those Emblems is to make sure you're carrying the tastier lures. The more fishing lures you've picked up in the main adventure (of which there are four) then the bigger the fish that will appear in each of the levels. Remember that when trying to snag a large fish, have patience and don't be overconfident – if an absolute lunker starts pulling away from you, don't fight it too hard

or your line will snap. Some of the bigger fish will swim as far as 30 meters away from you before you get a chance to reel him in so take your time and go slowly. There aren't any particular places where the larger fish swim but they shouldn't be too hard to spot... well, they are bigger than the other fish aren't they?

E-102

Emblem C: Finish the level.
Emblem B: Finish the level with over 50 rings.
Emblem A: Finish the level with more than the time required left over.
Special Emblem: Finish E-102's adventure game.

The target times for each of E-102's levels are...

Final Egg – 2 mins 30 secs
Emerald Coast – 3 mins
Windy Valley – 2 mins 30 secs
Red Mountain – 3 mins
Hot Shelter – 3 mins

If you want to have any chance of getting through the levels (apart from the first one) with enough time left over to earn the Emblem, you'll need to master the Multiple Targeting method when killing enemies. The more enemies you shoot at once, the more seconds will be added onto your current time so point and target then let loose a volley of shots before your targeting runs out of power.

Super Sonic

Special Emblem: Finish Super Sonic's adventure game.

Super Sonic only has one objective in the game – to wipe out Perfect Chaos before he destroys everything! This will probably be one of the very last Emblems you get so if you manage it, you can truly call yourself a Sonic champion. Follow the tips we've given on page xxx to come out on top of this huge battle!

Mini Game Emblems

As you progress throughout the game, you'll open up a variety of mini-games that you can revisit by way of the Emblems menu at the start of the game. In order to claim the Emblems from them you'll need to play the various games and either complete the level or beat certain scores – while some are easy, others take a lot of practice to win at!

Sky Chase Act One

Characters Available: Sonic, Tails
Emblem B: Finish the level.
Emblem A: Beat the High Score (8000 points).
Reaching the end of the level is an easy enough task as long as you don't get hit by too many missiles or kamikaze pilots. Beating the high score of 8000 points is another matter all together – not only will you need a hit ratio of around 90 percent, you'll need to hit the missiles coming at you as well as the missile turrets. There are two methods of firing – either press the button madly to shoot rapid fire bullets or hold down the button to initiate a lock-on. When the target drifts over an oncoming enemy you'll get a lock and then all you have to do is release the button again to fire a homing shot. You can target multiple enemies so do this often and use the rapid fire technique if you need to take out a large mass of ships in a short space of time.

Sky Chase Act Two

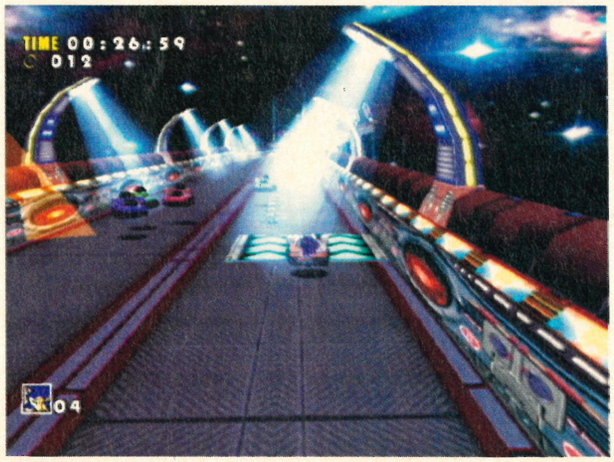
Characters Available: Sonic, Tails
Emblem B: Finish the level.
Emblem A: Beat the High Score (9000 points).
Again, getting past Dr Robotnik's sky troops isn't the tough part – it's beating the massive 9000 points needed to topple the High Score. Play through a couple of times to get an idea of where most of the enemies are coming from and then use the lock-on method to get them before they really pose any threat of either hurting or passing you. It's tough but possible to do this so keep trying and you'll succeed in the end.

Sand Hill

Characters Available: Sonic, Tails
Emblem B: Get to the bottom of the course.
Emblem A: Beat the High Score (10000 points).
Possibly the toughest mini-game emblem to get, you'll be playing this for a long while before you come away victorious. 10,000 points? On a sandboard? It's a similar concept to the snowboarding mini-game where you have to pass through the gates – each time you make it through, the score multiplier goes up by one. Miss too many gates or leave too long a gap between passing through each one though and it'll reset, leaving your score rather small. The only difference between this and the snow level is that if you want to have any chance of getting the 10,000 points needed, you can't miss a single gate! You really need to have a score multiplier of over x30 by the time you reach the bottom to get enough points so try to learn the route required to make it. Sonic and Tails have different courses and while Tails is slightly easier to handle, Sonic's course has more of a pattern to it so we'd suggest using him on this one.

Hedgehog Hammer

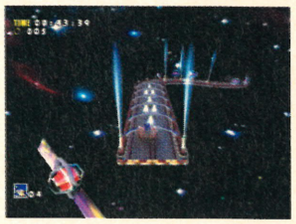
Characters Available: Amy
Emblem B: Beat the High Score.
Emblem A: Beat the High Score you got to earn Emblem B.
Much the same as it was during Amy's quest to get the Soldier's Feather, you've got to play Hedgehog Hammer to win some more of the Emblems. Again, keep your eyes open for the Super Sonic heads that pop out of the floor as they add 500 points to your score while normal Sonic heads give you 100 points and Robotnik heads take away 200 points! Don't hit these unless you want to be here for a long time...



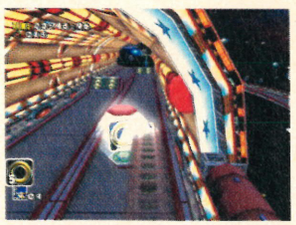
Whizzing round the Twinkle Circuit is quite a good laugh but to be the master of the track you'll have to learn how to drift round corners without losing too much speed.

Twinkle Circuit

Characters Available: Sonic, Tails, Knuckles, Amy, Big, E-102
Emblem B: Finish the race.
Emblem A: Beat the fastest time.



It's a real piece of cake to win this emblem. Bearing in mind that some characters appear to be slightly faster than others, we'd recommend using either Sonic, Knuckles or even Big The Cat to go for the record. The best way to win is to stick to the centre of the course as much as possible and take the corners as smoothly as you can. To do this, use the slide technique – keep going at top speed and if you think you're going too close to the outside wall, relax the accelerator to take a slightly sharper turn around the bend. This is especially useful around the last 90° corner if you want to have enough speed to fly off the end and grab the Ring Pod hanging above the track.



Chao Racing

Emblem E: Win the Pearl race.
Emblem D: Win the Amethyst race.
Emblem C: Win the Sapphire race.
Emblem B: Win the Ruby race.
Emblem A: Win the special Emerald race.
The last five mini-game Emblems come from racing those loveable Chao creatures around a set of custom-made tracks. This involves some time and effort being put in on your part in order to train them up so they're good enough to win. Think you're up to it? Then check out our Chao Racing guide on page 52 and let's place those bets!

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A Day At The Races

In order to earn the last five Emblems of the game, you'll need to take part in the famous 'Chao Races'. Anyone who has played Final Fantasy VII will know the concept of Chocobo Racing where breeding and raising creatures leads to better success in the races – racing Chao is a similar situation. Of course, if you want to take part in the races, you'll need to have a Chao of your very own. Haven't got one? Well, you'd better scoot on over to page 54 to see how to get one...

On Your Marks...

Okay, if you're still with us then you must have hatched your Chao ready to race. In order to take part, visit the Chao Garden in Station Square by using the lift inside the hotel, then run to the far end of the garden and pass through the larger set of double doors to enter the Chao Races Entry Room. Jump onto the large red button (marked 'Entry' funnily enough) in order to get to the main Entry menu.

Get Set...

The menu has three options to choose from. The first is Chao Race and is the option that counts – when you select this you'll be entering the big races for the Emblems. The next is Practice Race where you pit your Chao against ones that have similar abilities to your own and should be used to test just how well your Chao is coming along. Finally, the third option is Multiple Entry and can be used to enter more than one of your trained Chao in a race although winning here will not reward you with Emblems. To begin with, let's choose the Practice Race – this in turn brings up a selection of jewels that each represent a separate race...

The Pearl Race

A simple enough Ball Pushing Race. Chao have to push the beach ball down the course to the marker line before making a quick sprint over to the finish.

The Amethyst Race

The basic long-distance Running Race. Chao have to run along a winding course that goes from the start arena along a clifftop before finally leading up the mountainside to the finish. There is a split in the course that some Chao may choose to take – this alternate path leads to a short flight down to a pool that must be crossed by swimming.

The Sapphire Race

Tests a variety of Chao abilities to a moderate degree. Chao must run down a long straight that has a few rises in it before making a brief climb up a cliffside. Another run along the clifftop leads to a flight down into the lake below, meaning some distance must be covered through swimming in order to make it to the finish.

The Ruby Race

The 100m Freestyle Race. Besides a brief run from the start and to the finish, this race tests nothing but the swimming abilities of your Chao. A good break away from the blocks will mean that the problems of overtaking in water won't apply to your racer.

If you manage to win all of these races in Chao Race, a fifth special race will open up in both the Practice and Chao Race menus that will prove rather tough to become the champion of...

The Emerald Race

The ultimate Steeplechase. Chao will first have to run down a straight and use strength to shake a coconut down from a tree which must then be eaten. A long run up the mountainside follows that leads down a long, hilly straight up to a cliffside that must be climbed. Another long run is followed by a brief flight down into the water where a long final swim leads over to the finish. Phew!

For now, let's just choose the simple Pearl Race and watch how our new Chao does. Once you've chosen your race, you must select your racing Chao – the four symbols on the screen represent the different areas where Chao can be kept, from the VMS in your controller to the three Chao Gardens in Station Square, Mystic Ruin and the Egg Carrier respectively. Move the cursor to the place where your Chao is resting and press A to bring up the list of Chao in that area. Select the Chao that you wish to race and press A before confirming your choice by pressing A again on the red button. Let the race begin!

Go!

So, how did your Chao do in the race? Pretty badly, huh? Well, if he got absolutely pummelled it's probably because you haven't

1

2

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4

[1] This is the Chao Race Entry Room – just jump on the big red button to begin! [2] To enter a race, simply select one of your favourite Chao from the various gardens... [3] ...and then pick a race for him to compete in. Easy as pie! [4] Of course, winning a race isn't quite so simple. In this race, we've finished in last place!

trained him enough to make his abilities stronger. Usually, the abilities of a Chao have to be in excess of 300 points in each relevant field to have any chance of success – for example, both Strength and Running are needed to win in the Pearl Race while Swimming and Flying are redundant. The way to improve their abilities is to train them – check back to page xxx and get some practice in!

Try, Try Again

Okay, so you've trained for a bit and think your Chao is a pretty competent all-rounder now – there's a chance you might actually win some races. Enter your favourite Chao in the basic Pearl Race (make sure you've given it a name so you can tell which one he is!) and then head for the starting grid. Now that you're ready to race, it's important to know a few things that can happen while the event is underway.

Watch Them Go!

If you're interested in the progress of a particular Chao in a race, you can watch how they're doing without the need for special binoculars. Instead, check out the side of the screen to see the current rankings of the race. See the arrow by the side of the rankings? This points to the Chao that you're currently following – by pressing Left or Right on the D-Pad, you can cycle through the numbers until you find the racer that you want to watch. If you fancy a wide view of the action, push Down on the D-Pad while pushing Up on the D-Pad moves you in for a closer look, like a helmet camera only not!

Cheer For Your Man!

While shouting at the screen probably won't help your Chao much when he's trying to race, you can do the next best thing and urge him on to win. Every so often in the race, you'll hear a twinkling noise and a white sparkle will appear around one of the Chao – it's usually one that isn't doing so well although others have been known to receive such treatment. If you're currently focusing on a different Chao, the camera will move to show you the Chao with the sparkle. At this point, you can hold down the A button to give that particular Chao a quick boost of speed – the quicker you press it after the noise, the longer the boost will last. If this is your Chao then press that button as quickly as you can! Of course, it probably isn't a good idea to help out your little fella's opponents so try to make sure it's a Chao that you want to do well!

Billy Whizz

> If you manage to win all five races and earn the emblems, you'll be in a treat the next time you race. Put you Chao in for another challenge and you'll find that among the pack is a mysterious black Chao that acts very lazy and sits around at the start line. When the race begins, all the Chao will sprint away to try and win... except for the black Chao, who just lies there having a snooze! Is he mad? Is he ready for the knacker's yard? Well, not quite – you see, just when you think you've got the race won, he'll leave the blocks and come running after you faster than Linford Christie! He runs faster like Sonic, flies like Tails, climbs like Knuckles and swims like... well, something that swims very fast. Check him out 'cause he's the racing animal and no mistake!

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Train To Win

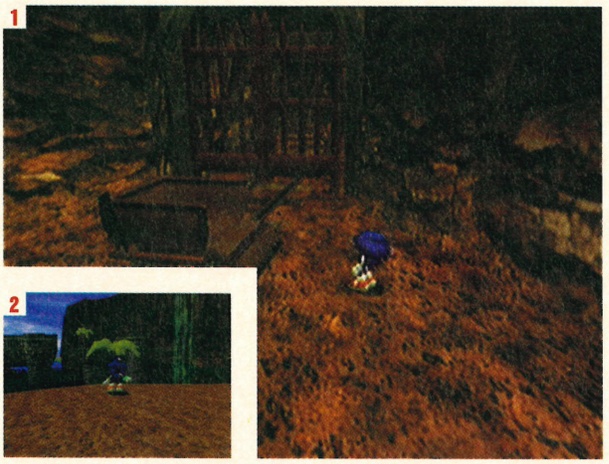
One of the most enjoyable parts of Sonic Adventure has to be something that you don't even have to attempt to finish the game – Chao Breeding! You might think it sounds boring and unnecessary but once you've started raising your own little creature that runs, jumps and even beckons to be hugged you won't be able to resist! We've laid out everything you'll ever need to know about bringing up your own little Chao so grab that pram and let's get breeding!

A Spot Of Gardening

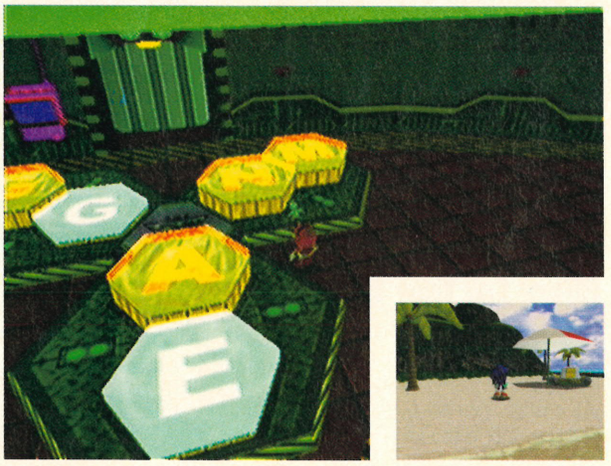
The only place that you'll come into contact with Chao is within the confines of the Chao Gardens – a special haven where the cute creatures can grow and live in peace. There are three of these gardens, each one accessible through a different area of the game. Thankfully, each garden contains two teleporters that individually become active once you've visited at least two different gardens – they allow you to jump and transport items between gardens without having to go running through the rest of the game. It's important to know the locations of the gardens so that you can take the quickest route through the game, collecting what you need to make your Chao big and strong!

Station Square Chao Garden

Go inside Sonic's hotel and walk over to the lifts between the Emerald Coast and Casinopolis sliding doors. When you stand in front of the left-hand lift, the doors will open and you can use it to ride up to the garden on the second floor.



[1] Jump in the minecart to the left of Tails' house to find the Mystic Ruins Garden.
[2] If you can spell EGGMAN correctly, you'll gain access to the Egg Carrier Garden.



Mystic Ruins Chao Garden

Run to the left of the stairs leading up to Tails' house in the main area of Mystic Ruin to find the small cave where the Egg Bomb sits during Knuckles' adventure. Jump into the mine cart at the end of the cavern and you'll ride through the gates into the garden on the other side.

Egg Carrier Chao Garden

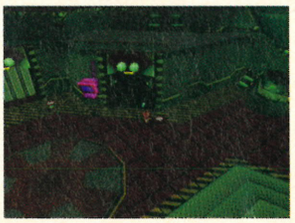
Get into the main chamber of the Egg Carrier by means of the large golden pod in the middle of the top deck. When you get there, turn around and run up the stairs to find a door at the top with large yellow pads set into the floor with letters on them. Use your character to jump on the pads and spell out 'EGGMAN' to open the door before going inside and stepping into the teleporter to enter the garden.

The Great Egg Race

If you're going to do any Chao raising, the first thing that you'll need isn't a pack of nappies or the latest book on breathing exercises – it's an egg. The basic Chao eggs look like Easter Eggs with blue spots and a yellow cap and several can be found scattered throughout the various Chao Gardens. However, there are special 'rare' Chao Eggs that can be used to raise pedigree breeds of Chao – if you can find them, you can create some real beauties! In order of importance, here they are...

The 'Evil' Chao Egg

Essential for creating Chao who look like they're a little bit naughty, the Evil Egg can only be found in the Egg Carrier (well, there's a surprise!). Head for the prison cells where Amy Rose was being held captive during her adventure and jump on the button nearest the door to open the first cell. Inside here is the egg – the fact that it's black with nasty red spots just tells you there's something not quite right about it!

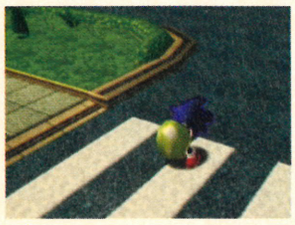


The Silver Chao Egg

Considering they're supposed to be rare, Silver Eggs are very easy to come by and you can produce as many as you need to breed your Chao. Go to the small lake opposite Tails' house in Mystic Ruin and run to the right-hand side of the water level. There's a little platform there that moves into the cliff as you approach it – this causes a Silver Egg to be spat out of the vent high above the lake into the water below. Now all you have to do is wait until it floats to the shore of the lake near you to collect it and take it to the nearest Chao Garden.

The Gold Chao Egg

Go to the area where Sonic first fought Chaos Zero in Station Square and look through the window of the Antique Shop. See that shiny stone on the pedestal? That's the Gold Chao Egg! Trouble is, every time you try to pick it up the shop alarms go off and lock you inside! How do you get it? Well, anyone who's ever seen Raiders Of The Lost Ark will know this one. In the area outside the building at the end of the street is a egg-shaped rock hiding in the grass. Pick it up and take it into the shop, dropping it near the Gold Egg. Take the Gold Egg away and then place the egg-shaped rock on the pedestal, releasing the alarms



and letting you get away with the prize! What we don't understand is why the shop owner just stands there watching you steal his property...

Congratulations, It's A Boy!

Before you can even begin to go into the advanced stages of raising your Chao to be the creature you want it to be, you're going to need to know quite a few basics about looking after the little darlings. Use these tips at every opportunity when you're not either playing the main game or trying anything important to your Chao – not only will they help it grow up big and strong but you'll keep it happy too!

Hatching The Egg

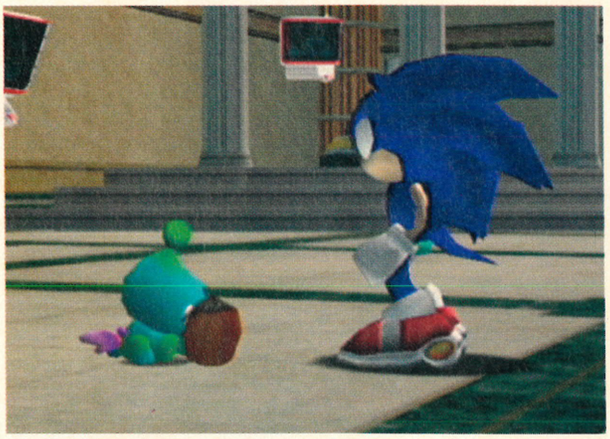
In order to begin raising your Chao, you'll need to get him out of the egg that you want to raise him from. There are two ways to hatch an egg, each of which has its own results. You can either pick up the egg and then throw it across the room or shake it by holding the Y button as you grab it and pressing a direction on the stick before putting it back down. While the first option seems to produce slightly livelier Chao, the second gives you a creature with a milder temperament so it's all down to the type of personality you want your Chao to have!

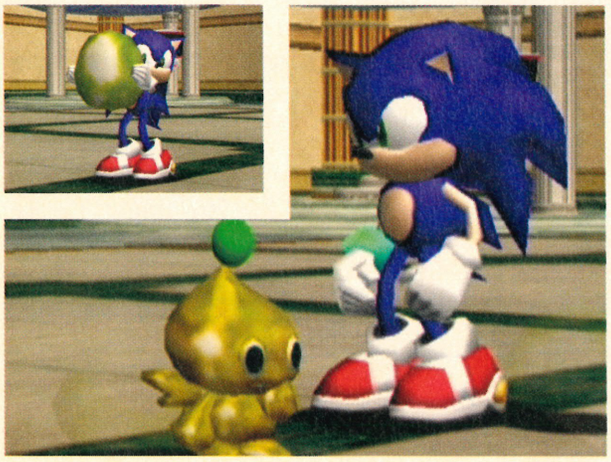
Give Him A Stroke

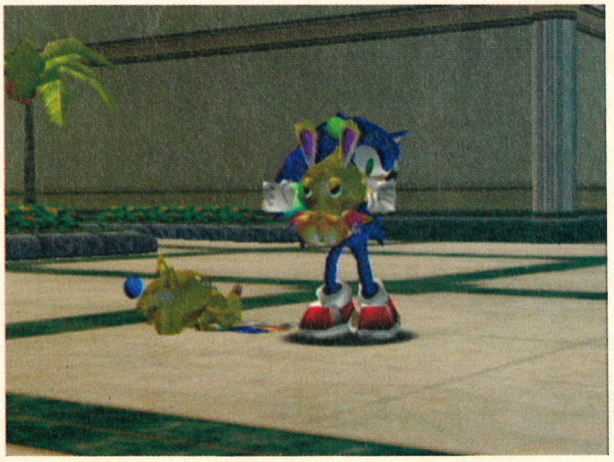
If you want to move your Chao around the garden you're in or from one garden to another, stand directly in front of him and press the Y button to pick him up – this is the best way to avoid hurting the creature as all the other buttons activate an attack that could kill your Chao! If you fancy giving him a bit of a cuddle to cheer him up, hold down the Y button as you pick him up and then press any direction on the stick. Your character will hold the Chao up and rub him against its face, making him feel very happy indeed! Now let's just hope that you've had a Tetnus jab in the last few years...

Feeding Time

In each of the Chao Gardens are several large palm-like trees that slowly grow coconuts as time goes by. By walking up to one of the trees and holding the Y button, you can grab hold of the trunk before pushing and holding any direction on the stick to shake the tree for all your worth. Eventually, the tree will give up two coconuts – if you want more you'll need to move to another tree or wait for them to grow back. Now, pick up the coconut with the Y button and walk over to the Chao that needs feeding. When you touch the Chao with the food, he will take it from you and begin eating until it's all gone! Feeding Chao is essential to help them regain strength, cheer up or fall asleep... in fact, pretty much everything that a Chao does!







Save The Chao!

Whatever you do, DON'T attack your Chao ever! Not only will it seriously upset them but if you do it enough, they'll curl up into an egg and die! Anything that counts as an attack – invincibility, jumping, hammer strikes and so on – will do your Chao serious harm and could have damaging side effects. Even something as silly as dropping coconuts on their heads while shaking the trees can have a permanent effect on them so be careful when handling them please!

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Know Your Chao

Of course, the best way to know what your new best friend wants is to listen to him... or at least look at the way it's reacting to the surroundings. The expression on its face, a symbol above its head or even the noises it makes are all relevant to the feelings of your Chao – pay attention to them and you'll be able to understand exactly what they want!

The Blank Look

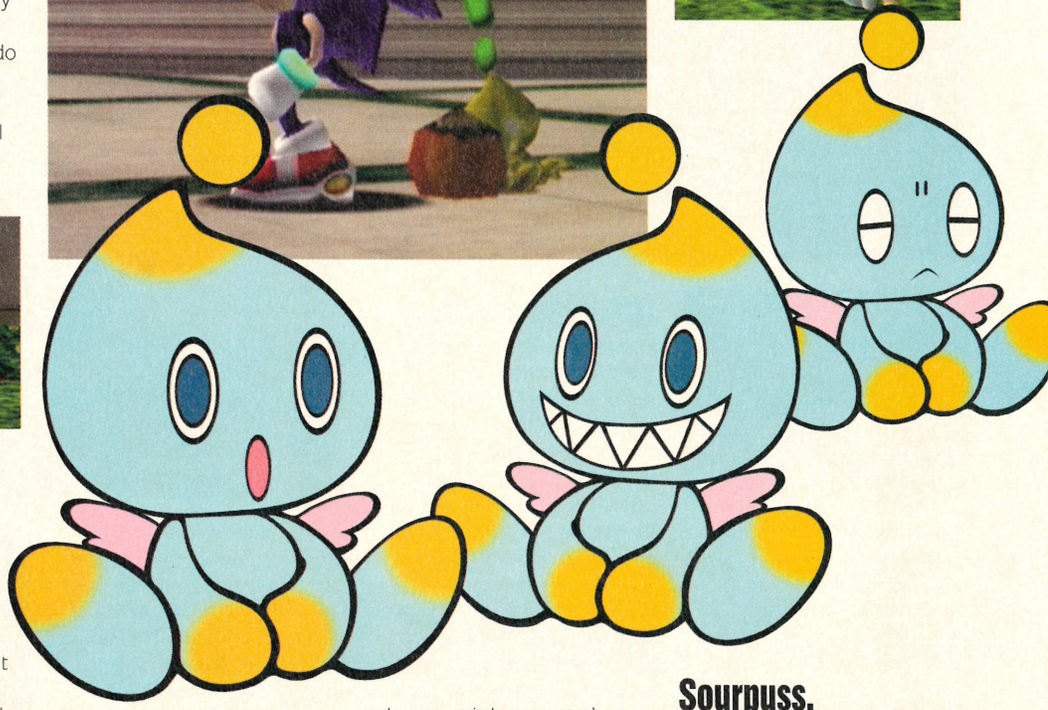
Don't panic if your Chao doesn't have anything besides a small dot hanging over it – this doesn't mean that you've done something bad, your Chao just isn't thinking anything in particular. If at all possible, try to change this by playing with it or feeding it coconuts.

The Thinker

If a large question mark begins to hover above the head of any Chao, it's because your little friend is considering what to do next – can't you tell from the look of deep thought on its face? After a short time, it will do something so just sit back and watch what happens.

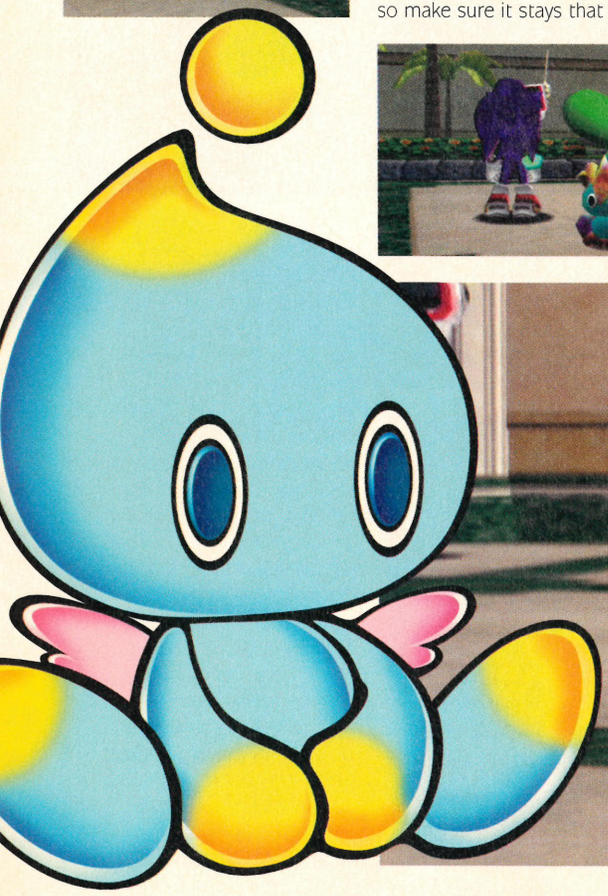
Happy Happy Joy Joy

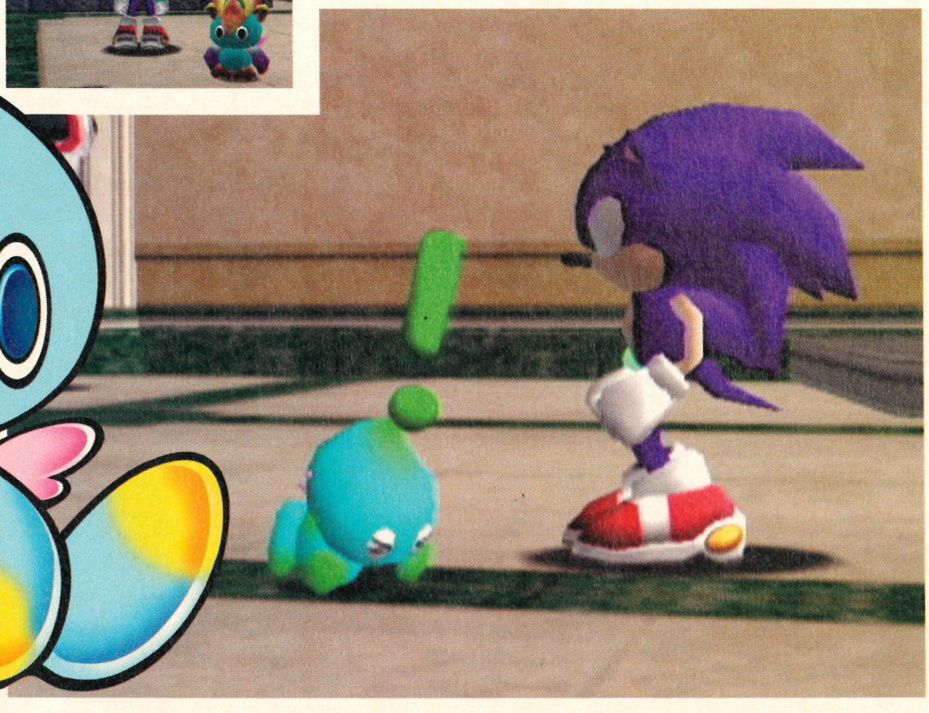
Any Chao with a large heart above its head is happy to the point of bursting. It might be the fact that you've just done something nice for it like feeding or petting, or it might just be happy in general. Either way, this is a good thing so make sure it stays that way!



Surprise!

An exclamation mark above the head of a Chao can be taken in one of two ways so you'll have to judge it just right. Either the Chao has been startled by something and might become unhappy or it has spotted something that it wants, in which case you should give it to him. Usually in the latter case, the Chao will also be holding its arms out and waving them in your direction to get your attention!



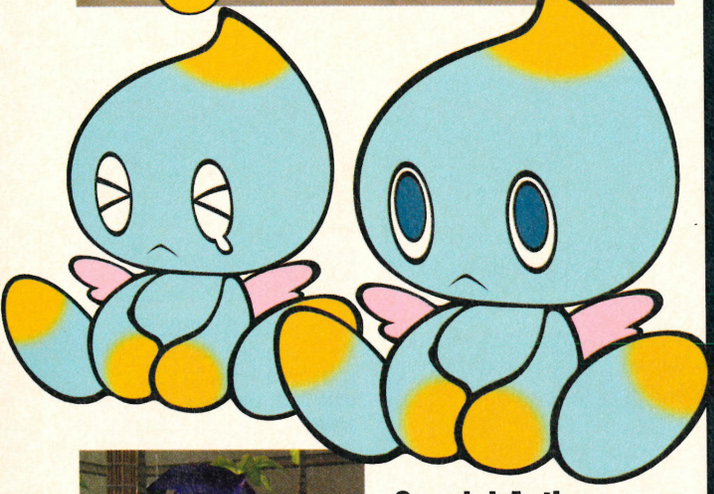


Sourpuss, Grumpyface

Spot a Chao with a large tornado swirl over its head and it's time to do some major apologising – you see, you've clearly done something to upset the poor creature and now he's unhappy with you. The best cure for this is a hefty dose of coconuts and cuddles if you want to get back in his good books. Of course, if you let him sulk then eventually he'll lie on the ground, kicking and screaming his little lungs out! You'll be spending a lot of quality time together if you want to win back his affections now.

Sleepyhead

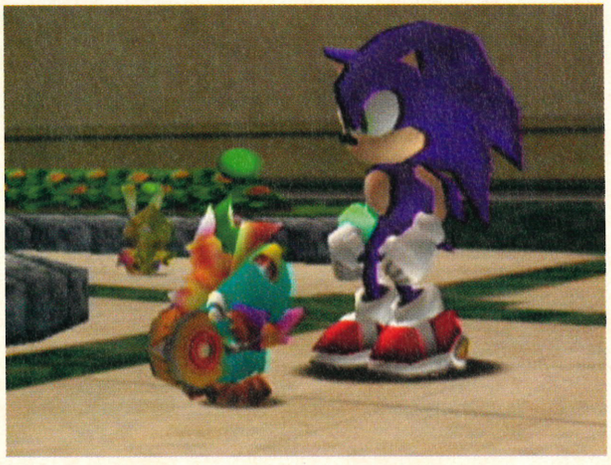
A yawning Chao is a tired Chao so you'll want to put him to bed to get some rest. Funnily enough, picking up the Chao and trying to rock it to sleep



only seems to make them more awake so don't do it! Instead, the best thing for a sleepy Chao is coconuts – just like it seems to be for every other situation! Just feed him a couple to send your buddy into Dreamland for a short while.

Special Action

There are absolutely tons of special actions that your Chao can perform at anytime, ranging from dancing and singing, playing a variety of musical instruments or even drawing a picture on the ground! These actions are all determined by the different kinds of animals that are merged with the Chao as you raise it – if you want him to do something in particular, you'd better go find the right kind of animals hadn't you?



Talk To The Animals

As you make your way through the main game of Sonic Adventure, you'll notice that when you kill enemies or reach the large metal plunger at the end of some of the levels, animals of different species appear. By walking over these animals you can add them to your collection displayed at the bottom of the screen, although you can only hold up to ten animals at a time. You might think they're only for show but in actual fact they come in rather handy when trying to breed your own individual Chao...

As you can tell when looking at your collection of animals at the bottom of the screen, some animals have different colours around them than others. This is because each animal represents a different ability that is possessed by your Chao and will effect it in different ways when you 'feed' the animal to it. To combine the animals that you have saved with the Chao of your choice, visit the Chao Garden with your developing Chao in it – when you enter, all the saved animals will leave you and run around on their own. Make sure you know which Chao you want to combine with which animal and then simply pick up the animal with the Y button before holding it in front of your chosen Chao. It will take it from you, hug it and make an approving sound before putting it down – the animal will soon disappear and your Chao will have gained not only points to add to the relevant ability but also some of the physical appearance of that animal.

The chart shows you exactly which animals relate to which ability as well as how many have to be combined with your Chao for there to be any effect. We've also listed the personal traits that each animal may grant to your Chao once you've given it enough of them – leave the Chao alone for a while and it'll begin doing it's own thing, which is half the fun of breeding the little darlings!

Yellow Group

Relevant Ability – Swimming
Effects on Evolved Chao Appearance:
Long hanging spike from back of head, turns yellow with green markings.

Animal	Effect on ability	Personal trait
Penguin	+1pt for every three given	Practices ice-skating
Seal	+1pt for every three given	Tries a little disco dancing!
Otter	+2pts for every four given	Does the backstroke when in water

Purple Group

Relevant Ability – Flying
Effects on Evolved Chao Appearance:
Two long spikes hang from back of head, turns purple.

Animal	Effect on ability	Personal trait
Parrot	+1pt for every two given	Sings to itself
Peacock	+1pt for every two given	Lays down and poses
Swallow	+2pts for every four given	Spins round on the spot

Green Group

Relevant Ability – Running
Effects on Evolved Chao Appearance:
Grows spikes down back of body, turns blue... looks like Sonic, don't you think?

Animal	Effect on ability	Personal trait
Rabbit	+1pt for every two given	Does forward somersaults
Kangaroo	+1pt for every two given	Practices shadow boxing
Deer	+2pts for every four given	Skips about the place

Red Group

Relevant Ability – Strength
Effects on Evolved Chao Appearance:
Grows horns and a tail, turns crimson.

Animal	Effect on ability	Personal trait
Lion	+1pt for every three given	Grooms itself
Elephant	+1pt for every three given	Scoots around waving its arms
Gorilla	+2pts for every four given	Bangs a drum

Blue Group

Relevant Ability – Random between all four abilities
Effects on Evolved Chao Appearance:
Random between the above four appearances.

Animal	Effect on ability	Personal trait
Skunk	+10pt after a random amount are given	Draws pictures on the ground
Mole	+10pt after a random amount are given	Digs with a spade
Koala Bear	+10pt after a random amount are given	Plays a trumpet

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Using your VMS

One of the most interesting parts about raising your Chao is that in order for it to thrive and be the best that it can be, you'll need to do more than just look after it in the Chao Gardens. There's also the chance to take your little friend for walks in the country, down to the pub or even to bed at night thanks to the wonders of the VMS. By downloading your Chao into the VMS unit, you can take it anywhere with you and lead it along on quests to build up its abilities, fight other Chao and even meet Sonic and his friends! The important thing to remember is that if you want a top-rating Chao, you'll need to do this kind of raising quite a bit. Are you ready for some handheld fun? Then follow us as we take you through the basic ins and outs of Chao raising, VMS style...

Put It In, Take It Out

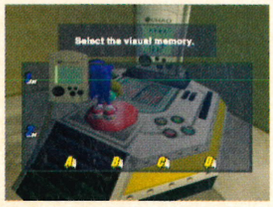
The first thing you'll need to know is how to actually download your Chao into a VMS. This is done through the Chao Gardens and if you follow these simple steps, you'll have a miniature version of the Chao in no time at all.

1 Make sure that you've got a VMS inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VMS so you may have to delete some files to fit him in.

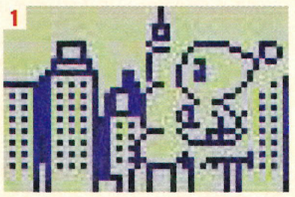
2 Choose the Chao you want to place inside the VMS and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it sits on the small trapdoor in front of you.

3 A screen will come up with the list of VMS units that you can place the Chao into – you will have a choice if more than one VMS is inserted into any of the Dreamcast pads. Select the VMS that you'd like to play with your Chao in and press the A button.

4 After a brief period, the Chao will disappear into the controller and reappear on your VMS – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VMS and play with your Chao to your heart's content!

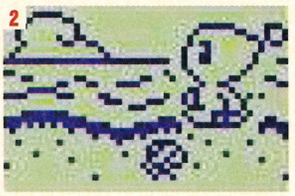


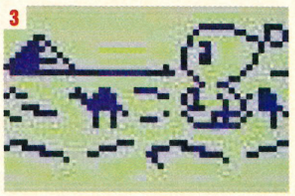
5 Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VMS unit as it cannot be deleted by conventional means.



Work, Rest And Play

Once you've placed the Chao in your VMS, it's time to start them on their quest! The object of the game is to help your Chao develop its abilities as it makes its way along a route of quest stages – there are fifteen in total to choose from but only five are used in each quest. We've given you a chart to show exactly what ability each stage requires you Chao to do – however, being proficient in that particular ability doesn't mean that the stage of the quest will end any sooner. Along some of the routes, he'll even get to meet one of Sonic's friends or maybe even the blue wonder himself!



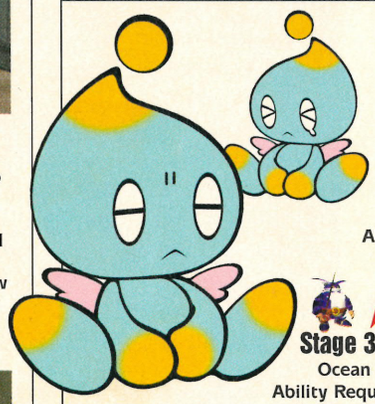


Be My Guide

To start your Chao off on his quest, get your VMS into Game Mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the A button. Once the title screen appears, press the A and B buttons together and you're off on the adventure of a lifetime

[1] Take a walk through the city... [2] ...or go for a stroll along the sand on the beach. [3] Don't forget your water bottle when going through the desert! [4] As you give more animals to your Chao, it'll evolve – you can see this even on the VMS screen! [5] Wondering what to do? Then try a Chao Quest – it's fun!

Chao Quest Map



Stage 1
Plain
Ability Required: Walking

Stage 2a
Beach
Ability Required: Walking

Stage 2b
Forest
Ability Required: Walking

Stage 3a
Ocean
Ability Required: Swimming

Stage 3b
Cliffside
Ability Required: Climbing

Stage 3c
Desert
Ability Required: Flying

Stage 4a
City
Ability Required: Flying

Stage 4b
Desert
Ability Required: Walking

Stage 4c
Tree
Ability Required: Climbing

Stage 4d
Jungle
Ability Required: Walking

Stage 5a
Skyscraper
Ability Required: Climbing

Stage 5b
Ocean
Ability Required: Swimming

Stage 5c
Crystal City
Ability Required: Walking

Stage 5d
Swamp
Ability Required: Swimming

Stage 5e
Cave
Ability Required: Flying

(for the Chao, anyway). Most of the time, you can pretty much leave him to his own devices as he walk along but at certain points you'll need to help him out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...

1 If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the A button to get him moving again.

2 If he finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!

3 A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past these, just press the A button until it disappears.

4 A picture of a Chao standing at a signpost means that they have reached the end of their current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!

5 If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above that as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

Fruit and Veg

The main way to build up the abilities of your Chao inside the VMS is to feed them different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VMS while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao! To feed your Chao a fruit, bring up the quest menu with the A button and then select the Items menu – this will give you a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – however, all fruits can be found randomly in chests as well.

Lemon
Ability Affected:
Swimming (+4pts)

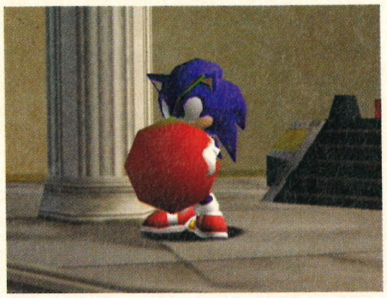
Stipulations On Getting Fruit:
None

Plum
Ability Affected:
Flying (+4pts)

Stipulations On Getting Fruit:
None

Grape
Ability Affected:
Running (+4pts)

Stipulations On Getting Fruit:
None



Cherry
Ability Affected:
Strength (+4pts)

Stipulations On Getting Fruit:
None

Hastnut
Ability Affected:
Speeds you up through your current stage

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Starnut
Ability Affected:
Improves your punch power when fighting.

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Chaonut
Ability Affected:
All Abilities (+4pts)

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Lifenut
Ability Affected:
Recovers all Health Points

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Lazynut
Ability Affected:
Makes your Chao very unhappy

Stipulations On Getting Fruit:
Do something bad!

Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The less times you get it wrong, the better the prize you get but mess up three times and you won't get anything except one very disappointed Chao!

Virtua Figh

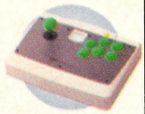
Direct from the arcade and into your front room – all the fighters, all the moves and all the cheats for Sega's fantastic fighting game.

essential information >
Dreamcast solutions
Virtua Fighter 3tb

Virtua Fighter 3tb™

Publisher	Sega
Developer	AM#2
Origin	Japan
Genre	Beat-'em-up

two players


arcade stick

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

essential information >
Dreamcast magazine says

"A masterpice of arcade conversion – this game will simply blow you away"

DREAMCAST FEATURES AND MODES

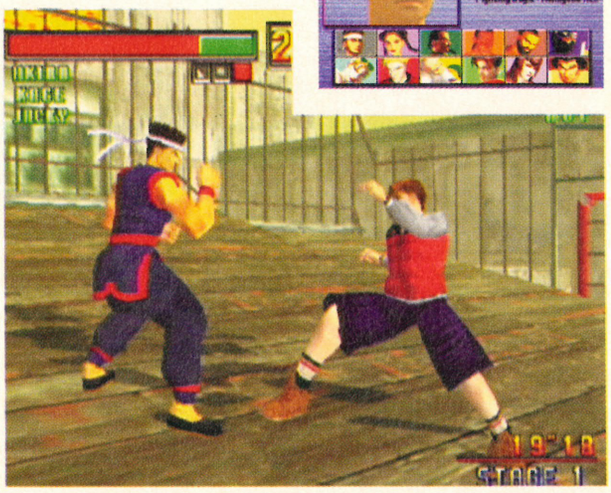
Options

Set match variables such as who many rounds are needed to win a battle, the time limit for each fight, how much energy each character will start with and the difficulty of the CPU controlled players. This should be your first port of call when you initially start the game, as you'll want to set the option to suit your personnel skill level and preferences!

Team Battle Mode

This option separates *Virtua Fighter 3tb* on the Dreamcast, from its arcade counterpart.

Here you choose three characters, it doesn't matter which three and in fact you can choose the same character three times if you wish, and then you fight a tag-team style bout against your opponent.



You begin the fight with the first character you chose, then when they have lost all their energy the next character leaps in to fill their place. Meaning that even if you lose your first character early you are still in with a great chance of winning the overall match! When selecting your characters make sure you know each one pretty well, the most important character of all is your last because if you get to the point where you have to use em you cannot afford to make any more mistakes.

Normal Mode

This is the standard arcade mode, here you choose a single character and then have to fight your way through the remaining opponents in the game. If you managed to beat all of the regular characters you get the chance to take on

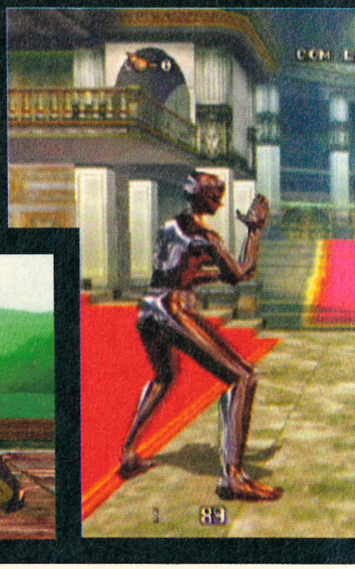
OTHER FEATURES

Change your outfit

Press any of the attack buttons to choose your characters normal costume, to select the alternative outfit hold down the start button then select with an attack button.

Playing as Dural

It is possible to play as Dural in the training mode of the game! To do this simply enter the training mode as normal, then press the **Start**, **A** and **Y** buttons together, this allows you to play as the silver Dural. To play as Dural in her second (gold) outfit, simply do the same but this time press **Start**, **A** and **X** together!



ter 3tb

Dural, the cyborg who bears more than a passing resemblance to the T1000 from *Terminator 2*!

Training Mode

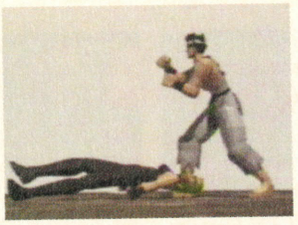
This option pretty much speaks for itself! Here you can practise your moves, combos throwing techniques and anything else you fancy without the worry of taking a real beating. The CPU 'opponent' you fight against can be set to a difficulty level between 1 and 8 so you can tailor your training session to suit your own skill level.

Vs Records

This is where all the game records are stored. All the match statistics, character analysis and the like can be found here. In addition you can also load and save this data onto your memory card from this menu so you can take it to your mate's house and show him just how good you really are!

History

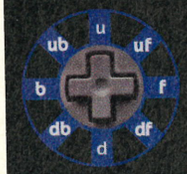
Here you'll be presented with movies that are related to *VF 3tb*. For example, you can choose to watch a movie on the history of the game, and once you've completed the arcade mode you'll also be able to view the ending movie at any time in the future.



CONTROL YOUR CHARACTER

Throughout this guide you will see phrases such as **DB, f+P**. Here we explain what they mean and how to use the huge move lists provided.

Note: The moves assume your opponent is to the right.



- f Push forward on the joypad
- d Push down on the joypad
- b Push back on the joypad
- u Push up on the joypad
- df Push down & forward on the joypad
- db Push down & back on the joypad
- uf Push up & forward on the joypad
- ub Push up & back on the joypad

Note: Lower case letters means to TAP the joypad in the direction indicated, whilst upper case letters means HOLD the joypad in the direction indicated. The only exception are the four actions below...

- P Tap the punch button
- K Tap the kick button
- G Tap the guard button
- M Tap the move button

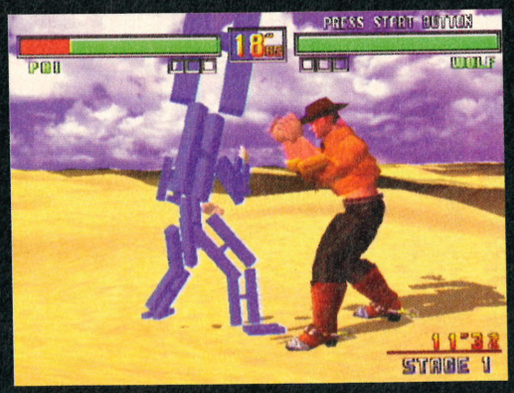
So for example... '**F, df+P**' would mean first hold the D-pad forward, then move it to the down & forward position while tapping the punch button.

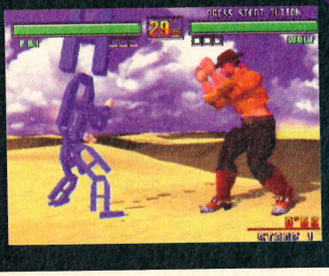
Button Configuration

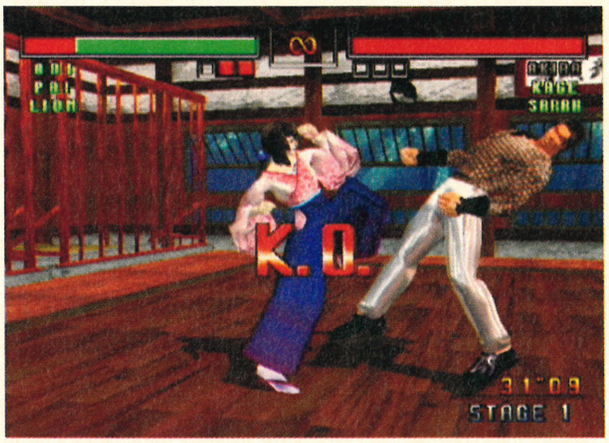
It is possible to set the Dreamcast control pad up to your own personnel preference, you can set punch, kick, guard and move to any of the buttons on the joypad! The trick here is to find a set-up you like and then stick to it, there is no point changing the button set-up each time you play as you'll simply forget which button performs which move!

Playing as the Alphabet Man

To play as the 'Alphabet Man' go into the normal mode of the game and then while on the character selection screen go to Akira and press the **Start** button. Now go to Lion and once again tap **Start**, now finally go to Pai and press **Start** once. With this done select any character with the normal attack button to access him.







essential information

Dreamcast Solutions

Aoi Umenokoji

Date of Birth	14 March 1979
Sex	Female
Nationality	Japanese
Height	Unknown
Weight	Unknown
Occupation	Martial Arts Teacher
Blood Type	A
Hobby	Ikebana
Fighting Style	Aiki Ju-Jutsu

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Extra information

> **Aoi is the lightest character in *Virtua Fighter 3tb* and has the fastest dodge so you can avoid opponent's moves with ease – well, with practice!**

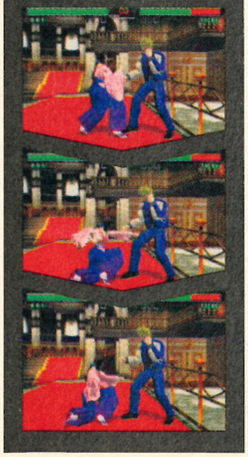
Aoi Umenokoji

Aoi was a new addition to the Virtua Fighter roster in the third instalment but her history and background have many connections with this great tournament. Her father and Akira's father are old friends, and Aoi has trained with Akira on many occasions. She is therefore more than ready for her debut in the VF3 tournament.

Aoi is one of the faster characters of the game, in very much the same mould as Pai Chan or Sarah Bryant. Therefore she has excellent speed, great combo ability, but little in the way of power, and this reflected in her attacks. If you have played as Pai or Sarah in previous VF games you'll have a fair idea of what to expect, and more importantly how you should approach

1 Knee Chop
d+P

This impressive move causes a great deal of damage to your opponent. It is easy to perform and lightning fast so it can be used at long range, keeping you out of trouble. The Knee Chop is best used as a surprise strike if you get caught in close against a big foe.



2 Attack Reversal
f+P+K

Reversal attacks are important, and with Aoi's speed they can be deadly. Anticipate when your foe is about to launch a strike and use this against them. Use this move from the outset of battle and you'll have your opponent on the back foot from the start.

3 Joint Smasher
D, f+P+G

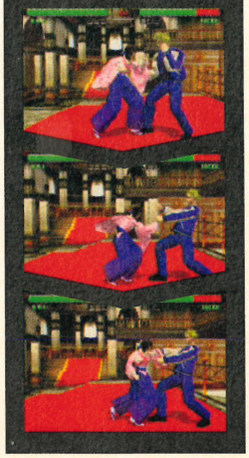
This is another great throw that sees Aoi grab her opponents arm then thrust her fist into the underarm area, smashing the joint in the process. The best thing about throwing attacks is that they can't be blocked, even if the opponent knows it's coming!

4 Elbow Smash
f+P

This is a power move and has the advantage of being fast moving and very easy to perform. The best time to use this attack is when your opponent has been unsuccessful after an attack, block the on-coming move then nail them with the Elbow to this head!

5 Double Blow Follow-up
P, P, f+P

This move does pretty much what it says on the tin, Aoi will attack with two powerful crunching attacks before following this up with a third attack for a devastating triple hit combo that can really put an opponent in trouble.



6 Basic Throw
P+G

This throw is the easiest of Aoi's throws and for this reason it should be the one you go to when you have little time or energy to use a more powerful attack. It drains a small amount of energy but it leaves your foe grounded and an easy target for punches.

[1] Being very light on her feet, Aoi can twist and turn around opponents and deliver moves before they've had time to breathe! [2] For a small competitor she has some immense power hidden away in her arms and legs!

playing as Aoi! Use fast attacks that chip away at your opponent's energy rather than trying to slug it out at close range, this is even more important when fighting against the games bigger characters like Jeffery and Wolf! If you get to close to these guys the battle is going to be over pretty fast, instead stay back and use fast attacks to frustrate them, this method can prove very effective indeed.

7 Axe Hand Chop df+P

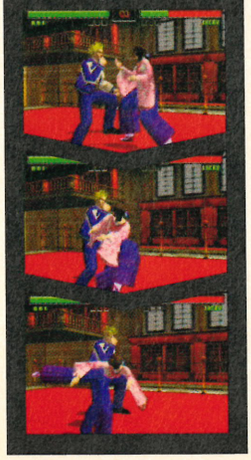
This is another punch attack that's easy to perform in a tight situation, which makes it great for both close in and medium range attacks. Aoi uses the back of her hand to smash her opponent's face, knocking them to the ground in a single attack.

8 Double Elbow Spiral f+P,P

This is the power version of the Elbow Spiral, instead of just one spinning elbow smashing in the face, Aoi's opponent is subjected to two lightning fast attacks that drain loads of energy. This move works from medium or short range.

9 Moving Side Smash df+K+M

This move is perfect for fighting against the lightning fast Pai and can be used to really shake up your opponent. As they move in for an attack simply use this move to avoid the in coming attack and launch a counter strike of your own, simple yet deadly.



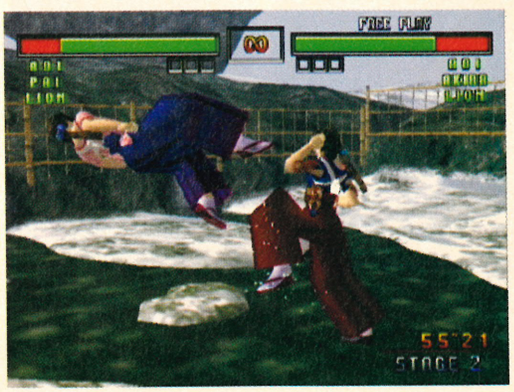
10 Panda Drop U+P

The Panda Drop may sound like a throwing technique but is actually a leaping punch attack that proves to be both powerful, fast and best of all easy to perform. This move is good for surprising a foe as the sheer speed makes it tough to block.

COMPLETE MOVES LIST

General Attacks	Method
Low Punch	d+P
Punch	P
Low Kick	d+K
Swinger	d+K+G
Flying Elbow	D, df+P
Elbow Smash	f+P
Twin Punching Kick	P, P, K
Triple Punch into Sweep	P, P, P, d+K
Double Elbow Spiral	f+P, P
Elbow Spiral	f, f+P
Groin Basher	f+K
Leaping Knee	f+KK
Moving Side Smash	df+K+M
Axe Hand Chop	df+P
Shin Smash	db+K
Double Blow	P, P
Punch, kick Combo	P, K
Fake Crouch Punch	d, d+P
Double Blow Follow-up	P, P, f+P
Four Hit Death	P, P, F+P, P
Triple Punch	P, P, P
Forward kick	df+K
Triple Punch into Groin Smash	P, P, P, K
Moving Punch	P+M
Side-on-Smash	P+K
Twin Side-on-Smash	P+KP
Rapid Blow	P+K, P, P
Super Spiral	f+P+K
Twin Blade Bash	f, f+P+K
Flick Kick	K
Panda Drop	U+P
Ground Slice	f+P
Flick Kick Combo	K, K
Flick kick Evade	K+M
Knee Chop	d+P
Mid air kick Reversal	ub+P+K
Reverse Panda Drop	U+P
Falling Log Chop	b, b+P+K
Neck Chop	b, b+P
Double Low Blow	b, b+Pd+P
Super Axe Hand Chop	f+P+K
Attack Reversal	f+P+K

Throwing Attacks	Method
Basic Throw	P+G
Joint Smasher	D, f+P+G
Circular Throw	d, f+P+G
Grounded Throw	df+P+G
Ground Takedown	d+P+K+G
Hair Drag	db+P+G
Reverse Throw (Can only be performed behind opponent)	P+G
Level 6 Obi Throw	b+P+G



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Akira Yuki

Akira won the second VF tournament and after his success he returned to his homeland to tell his friends, and more importantly his father the news. Unfortunately his father's reaction was not what he expected, the old man tells his son that the hard work is only just beginning and he must start training for the next tournament!

essential information >
Dreamcast Solutions

Akira Yuki

Date of Birth	23 September 1968
Sex	Male
Nationality	Japanese
Height	1.80m
Weight	79kg
Occupation	Kung Fu Teacher
Blood Type	O
Hobby	Kung Fu
Fighting Style	Hakkyoku-ken

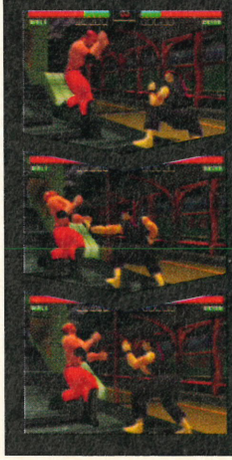
Akira's fighting style, as you'd expect, is identical to previous Virtua Fighter games. He relies on fast counterattacks that punish opponents who make mistakes, rather than 'taking the fight to his foe'! While this is a very entertaining style of battle to watch it means that from the human players point of view Akira can be a difficult character to master. When playing as Akira you must learn how to block skilfully and then strike on the counterattack, this requires precise timing, co-ordination and a knowledge of his attacking moves. Start by perfecting your blocking abilities, as this will form the solid defence you'll

1 Any Reversal Attack

As a general strategy throughout playing the game with Akira, you should remember than when carrying out reversal attacks you must first anticipate when your foe is about to launch a strike, then use this attack against him. You'll then be very difficult to beat.

2 Palm Lunge D, f+P

This attack is a great counter strike as it's fast and extremely easy to perform. Delivered well this can knock your foe to the ground, which sets them up for a follow-up attack. This move is best used directly after an opponent has failed to connect with an attack.



3 Palm Stunner P+K+G

This Palm Stunner move is similar to the Palm Lunge, but rather than knocking a foe to the ground this move will momentarily stun them, giving you the chance to follow up with a big attack for huge amounts of damage! It's also quite easy to perform.

4 Single/Double Leaping Kick f, f+K/f, f+K, K

The double version of this move could be Akira's signature move. It is the one that all Akira players must know and be able to perform. It scores huge amounts of damage and it knocks your opponent to the ground.

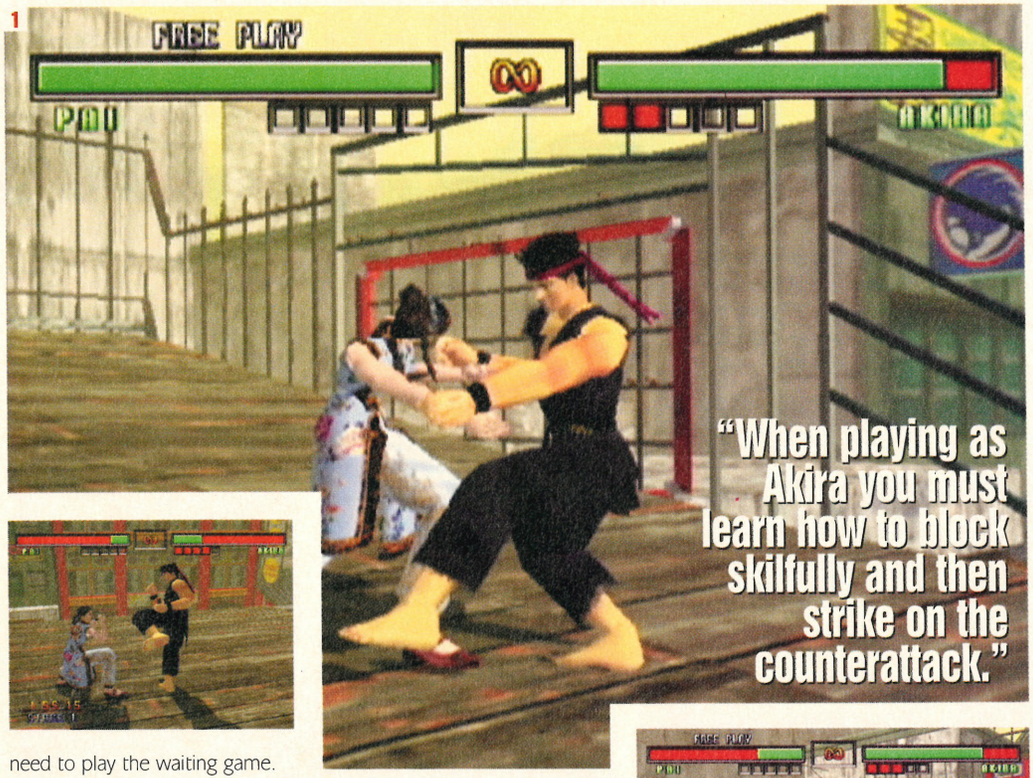
5 Grounded Fist Assault u+P

When any opponent is knocked to the ground you should always follow up with a ground punch attack. This move basically constitutes free damage as a ground foe cannot block and cannot avoid the attack, even if they know its coming!

6 Punch-Kick Combo P,K

This is a basic chain of attacks but nonetheless proves to be very useful in a close battle. The punch, kick combo is fast and while it doesn't incur huge amounts of damage it does knock you opponent back setting then up for a more potent strike.

1



"When playing as Akira you must learn how to block skilfully and then strike on the counterattack."

need to play the waiting game. With this done its time to start practising, and perfecting the counterattacking moves you need to punish you opponents. The road to becoming an expert Akira player is a long and tough one, however once you have mastered this character you'll be tough to beat.

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Extra information>

>If you want a strong character, then they don't come much tougher than Akira. As a result, he is one of the most challenging too!

2

[1] It will take you some time to master Akira's moves, but his strength and power will make it worthwhile. **[2]** Akira's main weakness lies in a mediocre selection of rising attacks – keep him on top!

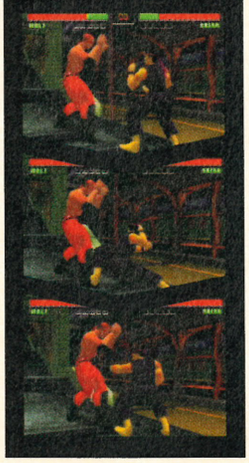
COMPLETE MOVES LIST

General Attacks	Method
Low Kick	d+K
High Kick	Tap K
Low Sweep Knockdown	D+K
Low Punch	d+P
Groin Blow	D+P
High Punch (can be repeated for multiple punch attack)	Tap P
Punch-Kick Combo	P, K
Sliding Elbow	f, f+P
Power Elbow	f, f, f+P
Palm Lunge	D, f+P
Rising Uppercut	df, df+P
Twin Palm Lunge	D, b, f+P
Body Smasher	b, f, f+P+K
Moving Elbow	f+P
Shoulder Smash	D, f+P+K
Break Stance	d+P+G
Palm Stunner	P+K+G
Low Leg kick	df+K
Single Leaping Kick	f, f+K
Double Leaping Kick	f, f+K, K
Moving Side Strike	df+K+M
Rising Knee	K+G+K
Medium Spear	df+K+G
Medium Spear, Sliding Elbow	df+K+G, f+P
Evading Punch	P+M
Grounded Fist Assault	u+P
Lunge Attack Reverse	db+P+K
Punch or Kick Reverse	b+P+K
Low Kick Reverse	d+P+K
Medium Kick Reverse	db+P+K

Throwing Attacks	Method
Floor Throw and Follow-up	P+G
Stumbling Throw	b, d+P+G
Fade in/out	db, f+P+G
Water Fall	b, f+P+G
Body Blow	b, df+P+G
Chest Body Smash	df+P+G
Fave Finisher (standing behind opponent only)	P+G
Advancing Throw	db+P+G

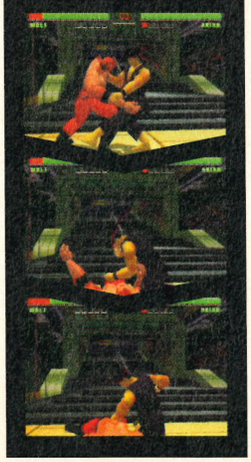
7 Moving Elbow f+P

This is one of the best moves in Akira's fighting arsenal, it is fast and powerful plus it has the added advantage of being very easy to perform! If you see even a small opening then this is the move to capitalise on your opponent's mistake.



8 Floor Throw and Follow-up P+G

This throw is the easiest of all Akira's throwing techniques and should be mastered. If you are up close you don't want to be fiddling around trying to pull off tough moves, as a missed attack at this range means a certain counter strike.

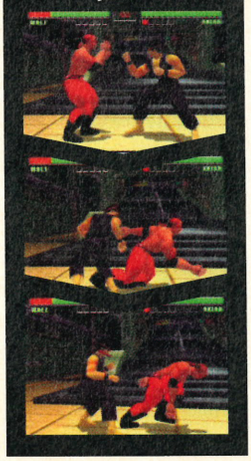


9 Low Sweep Knockdown D+K

Sweeping attacks are the 'bread and butter' of any good beat-'em-up player's attacking arsenal. The sweep is fast and a follow up attack is possible. For the best results you should mix up the sweeps with lots of high punching attacks.

10 Advancing Throw db+P+G

The second recommended throw is tricky, but it is powerful and has the advantage of an extended range. Because Akira lunges forward when performing this move you can execute it from up to a step-and-a-half away.



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Jacky Bryant

Jacky was not really interested in winning the second VF tournament, instead he had his own quest; to rescue his brainwashed sister and then help her recover her memories. Although he was successful in the first part of his quest, his attempt to recover Sarah's mind lead to her losing her memory completely and this causes Jacky to grow apart from his sibling. On hearing that Sarah is going to enter the third tournament he decides to follow her.

Jacky was one of the most powerful characters in *Virtua Fighter 2*, and once again his combination of speed and power make him a force to be reckoned with in the third

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Extra information

Jacky is the brother of Sarah Bryant, but this doesn't stop him giving her a good battering when they come up against each other!

essential information
Dreamcast solutions

Jacky Bryant

Date of Birth	28 August 1970
Sex	Male
Nationality	American
Height	1.82m
Weight	75kg
Occupation	Indy Car racer
Blood Type	A
Hobby	Training
Fighting Style	Jeet Kune Do

1 Knuckle Follow-up df+P, P, P

The Knuckle as a stand-alone move is powerful, but when you follow this up with a second attack it becomes deadly. Use it to punish an opponent on the counterattack as this raises the chance of your move being unblockable and gives you the true damage.

2 Sliding Heel Kick df+K, K

This kick is similar to the sliding kick that Sarah can perform and with Jacky's increased power the move is even more powerful. A skilful player can use this excellent move to avoid an oncoming attack, then land an unblockable hit on the counterattack.

3 Clothesline f, f+P+G

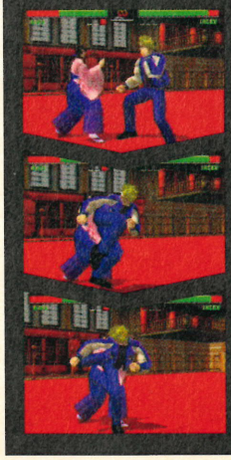
This move is similar to the move that the wrestler Wolf Hawkfield can utilise; Jacky's clothesline may not be quite as powerful but its fast and causes a lot of damage. This move also has the advantage of being very easy to perform.

4 Jab Into Sweep P, d+K

With Jacky's speed and strength sweeping attacks are deadly! For best results you should mix up sweeps with high punching attacks, your opponent will never know when the flow attack is coming and nine times out of ten he won't have a hope of stopping it!

5 Evading Kick df+K+M

This move is perfect for making use of Jacky's excellent speed, and can be used to shake up your opponent if they are pushing you toward a 'ring out'. As they start to attack use this move to avoid them and launch a counter strike of your own, simple yet deadly.



6 Head Meets Ground P+G

This throw is probably the best in the game for three very good reasons; it's fast, it's damaging and it's easy to perform. Use this if you find yourself at close range and want to surprise your opponent with an easy knock down.

tournament. His attacks are simple and easy to perform, but despite this they are amongst the most damaging in the entire game making him a great character to learn with, and deadly to the point of being almost impossible to beat when in the hands of an expert. In addition to excellent attacks Jacky also has good speed and some great throwing attacks.

[1] Brothers and sisters will always fight like cat and dog – but how many of them enter a fighting tournament against each other? [2] The slippery terrain in this location makes the fight even tougher. [3] In Team Battle mode you can pick your favourite three!

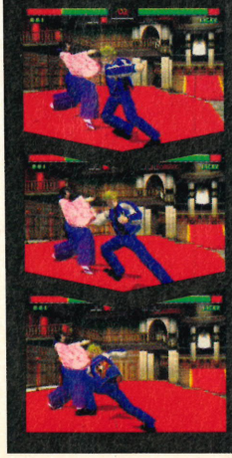
"almost impossible to beat when in the hands of an expert"

7 Elbow Into Kick f+P, K

The Elbow Into Kick is another easy-to-use, fast-moving and most importantly damaging fighting technique. Once the first attack has landed, the second half of the combination move cannot be stopped, making it a tough one for opponents to deal with.

8 Hooking Hell df+P, P, f+P

The Hooking Hell kick is basically a standing sweep move, Jacky will kick his opponents around the shin level with amazing power, and this causes them to fall to the floor, setting them up for a follow-up strike. Use this as an end to a string of high punching attacks.



9 Thunder Storm Killer d+P+K, K, K, K, K

This move is the ultimate Jacky attack. The Thunder Storm Kick can strike an opponent up to five times and cause around 50% damage! However, your foe will be able to stop this combo halfway, even if they sustain early hits.

10 Grounded Head Smash df+K

This attack can only be performed on a grounded opponent but this doesn't make it any less useful. When you knock an opponent to the ground always follow-up with a grounded attack, this one sees Jacky launch a huge kick into the helpless foe.

COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch into Swing Kick	P, K
Twin Punch	P, P
Low Punch	d+P
Twin Punch into Back Hander	P, P, b+P
Low Fist	db+P
Low Fist Into Sweep	db+P, K
Low Kick	db+K
Twin Low Kick	D, B+K, K
Shin Smasher	d+K+G
Elbow Crush	f+P
Elbow Into Kick	f+P, K
Elbow Into Punch	f+P, P
Three Hit Destruction	f+P, P, d+K
Double Punch Kick Combo	f+P, P, K
Back Knuckle	P+K
Back Knuckle Combo	P+K, K
Back Knuckle Puncher	P+K, P
Rolling With It Punch Combo	P+K, P, d+K
Punch, Arch-Kick Combo	P+K, P, K
Thunder Kick	d+P+K
Twin Thunder Kick	d+P+K, K
Triple Thunder Kick	d+P+K, K, K
Four Hit Thunder Assault	d+P+K, K, K, K
Thunder Storm Killer	d+P+K, K, K, K, K
Knee Blow	db+P+K
Nail Kick	d+K
Sliding Kick	df+K
Sliding Heel Kick	df+K, K
Big Kick	f, f+K
Moving Side Slash	b+K
Spinning Kick	ub+K
Evading Kick	df+K+M
Heal on the Head	b+K+G
Spinning Smash	b, f+K+G
Three Hit Hell	P, P, b+P, K
Big Kick Finisher	P, P, d+K
Twin Punch Pad	P, P, f+K
Elbow Follow-up	P, P, f+P
Triple attack	P, P, f+P, K
Three hits for one!	P, P, K
Triple Punch	P, P, P
Triple Punch Follow-up	P, P, u+P
Swinging Punch	df+P
Hooking Hell	df+P, P, f+P
Knuckle Follow-up	df+P, P, P
Hooking Three Hitter	df+P, P, P, P
Kicking Change-up	K, P, K
Moving Kick	K+M
Swinger Kick	K+G
Swinger Sweep	K+G, d+K+G
Grounded Attack (Opponent must be on floor)	d, U+P
Grounded Knee Smash (Opponent must be on floor)	u+P
Grounded Head Smash	df+K
Thrusting Punch	b, b+P
Thrusting Kick	b, b+K
Quick Sweep	d+K
Long Sweeper	D+K
Jab Into Sweep	P, d+K
Change Stance	d, d
Back Somersault	d, ub

Throwing Attacks	Method
Head meets Ground	P+G
Arm Bar Bash	df, df+P+G
Falling Smash	f, b+P+G
Clothesline	f, f+P+G
Front Face Bulldog	P+
Triple knee Assault	P+G
Inverted Bulldog	f, f+P+G

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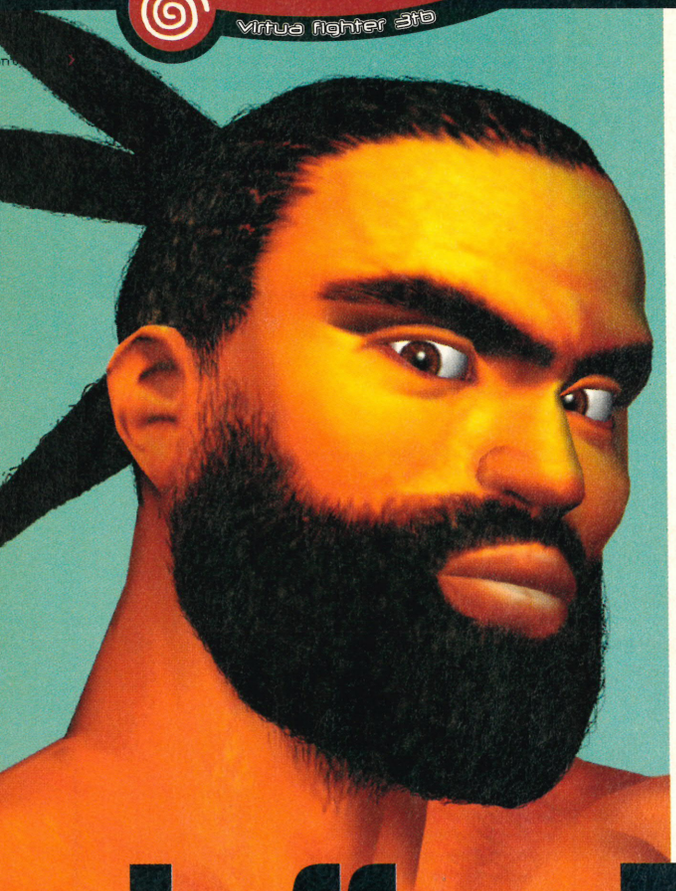


Jeffry McWild

Jeffry needs the money that winning the tournament would give him, to buy a new boat and continue his battle against the huge shark that terrorises the fishing waters around his home land. He lost to Pai in the second VF tournament and this meant he returned home empty handed, so when he hears that there is to be a third tournament he has no choice but to return to the battleground.

Jeffry McWild is the classic 'power character' in a beat-'em-up, he has masses of hard hitting moves that can cause huge amounts of damage. However, in previous tournaments Jeffry has simply not had the speed to really make these moves count, but

essential information>
Dreamcast solutions

Jeffry McWild

Date of Birth	20 February 1957
Sex	Male
Nationality	Australian
Height	1.83m
Weight	111 kg
Occupation	Fisherman
Blood Type	A
Hobby	Reggae Music
Fighting Style	Fist Fighting and Submission holds

infoburst
Extra information>

> Jeffry's advantage is power – it will often only take a couple of fighting attacks in quick succession to finish off the weaker opponents.

1 Twin Punch Into Uppercut P, P, P

Here Jeffry uses two heavy punches then follows up with a deadly uppercut, this move combines three of his most powerful moves, they also happen to be three of his fastest. For the most effective use wait for an opponent to attack and block, then go!

2 Head Butt b, f+P+K

The head butt is a great move that can be used as a close range alternative to a throw, however it can also be used from medium range as Jeffry takes a step towards his opponent as he launches the move. Uses this move to surprise your opponent.

3 Head Butt Into Devil Knee b, f+P+G, f+P+G, b+P+G

If you take all that is good about the Head Butt, then add a knee lift you've got one hell of good combo attack! Jeffry knocks his opponent senseless then goes on to deliver the powerful devil knee.

4 Mid Section Smasher Combo b, df+P +K, d+P+G

Jeffry will attack his foe three times in quick succession in the mid-drift, if the first attack lands then the other two are guaranteed! This move also knocks an opponent to the ground for a follow up.

5 Shoulder Ram b, df+P+G

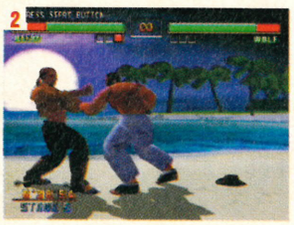
This is another move that can be used at medium or close range. Jeffry will throw himself toward his opponent leading with his huge shoulder, which smashes into his unfortunate foe's causing loads of damage. This is good for battling at close range.

6 Pick-Up and Smash d+P+G

The pick up and smash does pretty much what it sounds like. Jeffry will grab his foe, hoist them above his head before throwing them to the floor with all his might! As with all his throwing attacks you have to be fairly close to your foe to use this.

this time around he has been given the speed of foot to actually move in and smash his opponent with these power attacks. If you can actually learn, and perfect his huge arsenal of moves then you could have a character that is well capable of winning the prize money he so desperately needs.

"Jeffry McWild is the classic 'power character' in a beat-'em-up"



[1] Two powerful men battle it out for supremacy – who will be victorious? [2] You have to wonder why Wolf wears a hat into battle. It always gets knocked off with the first punch! [3] Either Wolf has had baked beans for his tea, or the two of them have stumbled upon a sulphur mine!

7 Triple Head Butt b, f+P+G, f+P+G, f+P+G

Jeffry will grab his opponent's head then drive his head into theirs three times causing huge amounts of damage and knocking them to the ground. From this point you are free to use a follow on ground attack for added damage.

8 Body press b+P+G

Once again power is the order of the day with this great move, Jeffry lifts his foe above his head before dropping them all the way to the ground. If you find yourself fighting at close range this is the move to use as it's fast, easy and deadly.

9 Back Breaker P+G

This is another throw that delivers huge amounts of damage. Jeffry picks his foe up, then brings their back smashing down onto his bent knee with a blood churning crack. This move works well as a counterattack after an opponent has missed with an attack.

10 Pile Driver df, df+P+G

The pile driver is one of the most powerful and spectacular moves Jeffry can use, this throwing attack is graceful, yet causes huge amounts of damage. He'll grab his foe, position their head between his thighs and then smash their head into the ground.

COMPLETE MOVES LIST

General Attacks	Method
Low Jab	d+P
Low punch	D+P
Low Kick	db+K
Heel Slider	d+K+G
Shin Masher	df+K+G
Rising Punch	df+P
Twin Rising Punch	df+P, P
Triple Rising Punch	df+P, P, P
Super Uppercut	df, df+P
Dragon uppercut	DF+P
Elbow Thrust	f+P
Elbow Follow Through	f+P, b+P
Running Elbow Smash	f, f+P
Running Elbow Combo	f, f+P, P
Elbow Finish	b+P
Twin Fist Smash	b, df+P
Twin Fists Combo	b, df+P, P
Heaven Hitter	d+P+K
Evading Angle	f+P+K
Mid-Section Smash	b, df+P+K
Mid Section Smasher Combo	b, df+P+K, d+P+G
Head Butt	b, f+P+K
Speed Kick	d+K
Kicking Cranium	d+K, d, f+P+G
Kicking Follow Through	d+K, P
Lunging Kick	df+K
Knee Lift	f+K
Size 10 Smash	f, f+K
Fishing Line Knee	b+K, P
Mace Kick	b, f+K
Sliding Side Kick	df+K+M
Punch	P
Punch into Kick	P, K
Twin Punch	P, P
Twin Punch Follow	P, P, b+P
Twin Punch Into Uppercut	P, P, P
Whirlwind Punch	f, b+P
Spinning Assault	b, f+P
Fist Stab	P+M
Twin Fist Stab	P+M, P+M
Rapid Fire Stab	P+M, P+M, P+M
Kick	K
Double Kick	K, K
Double Kick Into Punch	K, K, P
Kicking Evade	K+M
Rear End Extermination (Opponent must be on floor)	d, U+P
Ground Splash Down (Opponent must be on floor)	u+P
Ground Assault (Opponent must be on floor)	df+K

Throwing Attacks	Method
Lift and Throw	P+G
Body Slam	d+P+G
Package Throw	db+P+G
Hammer Smash	db, f+P+G
Pile Driver	df, df+P+G
Super Slam	f+P+G
Body Press	b+P+G
Football Tackle	b, df+P+G
Body Breaker	b, f, f+P+G
Hand Grab	d+P+K+G
Power Knee Lift	d, f+P+K+G
Back Bomber	df+P+K+G
Back Breaker	P+G
Super Back Breaker	P+K+G
Arm Grab	b, f, f, b+P+G
Head Lock	P+K+G
Grinding Knee	db+P+G
Shoulder Ram	b, df+P+G
Pick-Up and Smash	d+P+G
Leg Throw	d+P+G
Head Butt	b, f+P+G
Head Butt Follow-on	b, f+P+G, b+P+G
Twin Head Butt	b, f+P+G, f+P+G
Head Butt Into Devil Knee	b, f+P+G, f+P+G, b+P+G
Triple Head Butt	b, f+P+G, f+P+G, f+P+G
Flying Rear Assault	Dash+K+G
Flying Slasher	Dash+P+K

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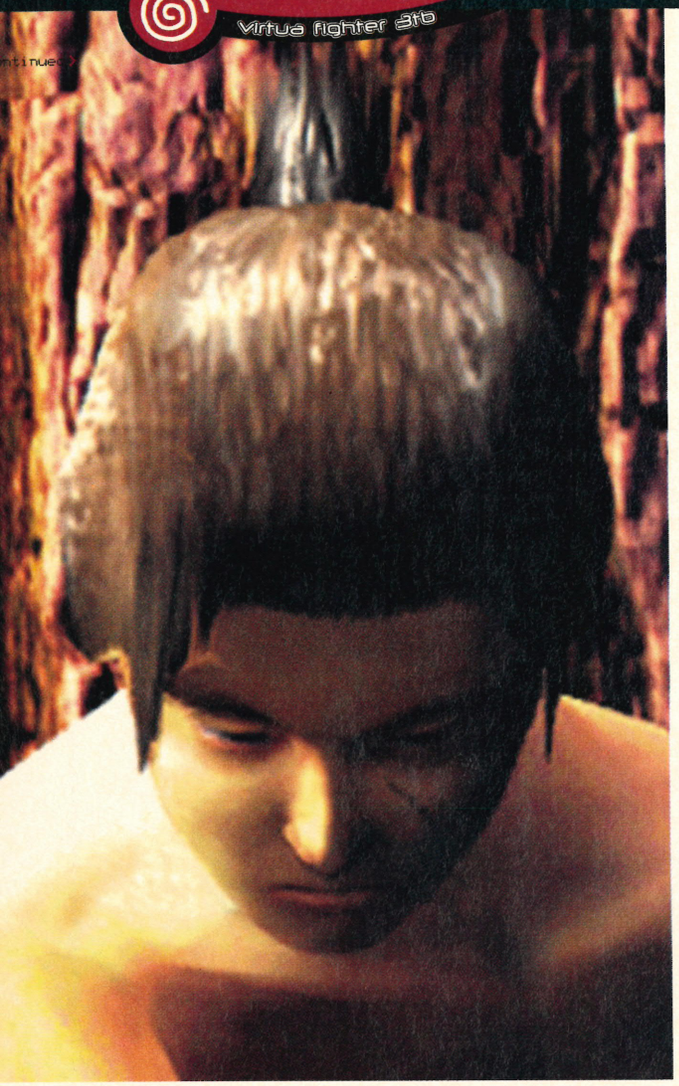


Kage had a mission in the second tournament, to save his mother, who had been transformed into Dural, from a life of control and torment. He was successful in his quest; he and his mother lived in a secluded mountain hide-away for about a year before she fell ill with a mysterious disease, could his be an after effect of the transformation. Kage then hears that the evil syndicate behind the third tournament has created a new Dural and he enters to investigate how this may effect him and his mother.

Kage is one of those characters who you can describe as a 'good-all rounder'. He isn't particularly brilliant at any one thing, but can more than hole his own in them all, and while this may not look that good 'on paper' when you actually start to play

infoburst
Extra information>

> Kage is a great character to use when playing against an offensive opponent. He has moves to counter all the best attacks.

essential information >
Dreamcast solutions

Kage-Maru

Date of Birth	6 June 1971
Sex	Male
Nationality	Japanese
Height	1.78m
Weight	66kg
Occupation	Ninja
Blood Type	B
Hobby	Mah-jong
Fighting Style	Jujitsu

Kage-Maru

1 Lunging Kick
F+K

This makes good use of Kage's speed, he moves forward while attacking his foe with a straight kick. This move can be performed from medium distance, because Kage moves toward his foe while attacking you can easily land this move from a couple of steps back.

2 Back Flip
d, ub

You may not think that a move designed to avoid contact would be in the top ten attacks, but Kage's back flip is a great move that can win matches very effectively. If you get too close to one of the big characters the Back Flip is perfect to retreat to a safe distance.

3 Forward Roll into Sweep
b, f+K

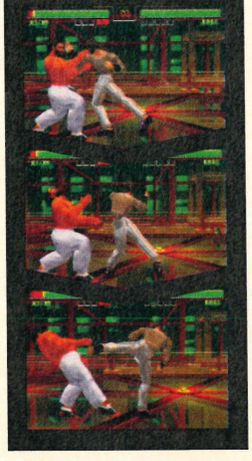
This is probably Kage's single best move, he rolls towards his foe and then performs a sweep in one fluid motion, this is deadly and one of the toughest moves in the game to block effectively when used at the right time.

4 Rising Punch
f, d, df+P

The rising punch is one of the few power moves that Kage possesses and can be used at close range. Kage launches himself skywards leading with his fist, when performed at close quarters the first thing he'll hit is an opponent's chin.

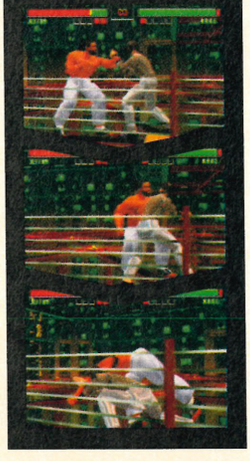
5 Triple Punch Heel Strike
P, P, P, K

First the low heel strike will come as a surprise, particularly after your foe is set in the 'high' guard stance for the punches. This makes blocking the low blow very difficult indeed. Secondly this move is powerful, if all four hits connect you get 40%!



6 Punch Reverse
b+P+K

Reversal attacks are extremely important, and because Kage only has one of them to learn, using it to maximum effect is essential. If you can anticipate when your foe is about to strike and then use this against him you'll be very difficult to beat.

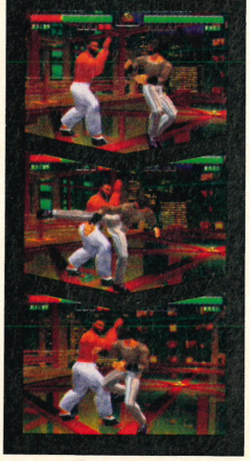


him in a battle you'll realise he has a lot to offer. In terms of power Kage is once again average, don't expect to be taking off 50 per cent damage with a single hit, but at the same time his attacks are far more damaging than those of the light-weights like Pai Chan. A character who is a good at most areas of fighting, but brilliant at none often lends himself well to the novice player, as rather than focus on one particular strength you can learn all aspect of the game from a character who can hold his own in each. Use Kage to learn the way VF3tb works and you won't go far wrong.

"Use Kage to learn the way VF3tb works and you won't go far wrong"

7 Evade Kick df+K+M

As with many other characters Kage has an Evading Kick, and as before its impact on the match can be huge. This move works best as a 'wake-up call' for an opponent who thinks they have you on the back foot. As they move in for an attack simply use this.



8 Knuckle into Kick b+P, K

Any move that combines two different attack heights in quick succession will always prove to be difficult to block effectively. Kage will first strike his opponent with a knuckle, a deadly back hand punch attack and then go on to follow-up with a low kick.

9 Super Chop f+P+K

Kage will use the outside of his hand to chop diagonally down into his opponent's midsection; this point of attack makes it difficult to block and even harder to reverse. While you can land this move from medium range, it is most effective at close range.

10 Shoulder smash P+G

This throw is probably the best in Kage-Maru's arsenal for three very good reasons; it's fast, very damaging and best of all easy to perform. Use this if you find yourself and close range and want to surprise you opponent with an easy knock down.

COMPLETE MOVES LIST

General Attacks	Method
Low Punch	d+P
Punch	P
Lunging Punch	F+P
Punch into Kick Combo	P, K
Twin Punch	P, P
Twin Punch Follow through	P, P, b+P
Twin Punch Kicker	P, P, b+P, K
Double Strike Straight	P, P, K
Triple Punch Attack	P, P, P
Triple Punch Somersault Kick	P, P, P, b+K
Triple Punch Heel Strike	P, P, P, K
Swinging Punch	db+P
Swing Punch Follow-up	db+P, K
Kick	K
Lunging Kick	F+K
Moving Kick	K+M
Thrust Kick	b+K+G
Low Heel Attack	d+K
Sliding Take Down	db+K
Backward Sweep	f, f+K
Chopping Slice	D, df+P
Deadly Elbow	f+P
Rising Punch	f, d, df+P
Sliding Chop	P+K
Spinning Chop	d+P+K
Revolving Chop	df+P+K
Super Chop	f+P+K
Chopping Combo	f+P+K, P+K
Side Smash	df+K
Knee Lift	D, f+K
Flip Kick	ub+K
Evade Kick	df+K+M
Heel Strike	d+K+G
Reverse Kick Flip	df+K+G
Air Spinner	f, f+K+G
Hell Knuckle	b+P
Knuckle into Kick	b+P, K
Evading Attack	P+M
Air Attack	f, f+P+K+G
Knee Smash (Opponent must be on floor)	u+P
Ground Stomp (Opponent must be on floor)	df+K
Power Punch	b, b+P
Power Kick	b, b+K
Strong Sweep	D+K
Lifting Knee Smash	u+K
Punch Reverse	b+P+K
Roll Away from Foe	f, b
Roll Toward Foe	b, f
Backward Roll into Sweep	f, b+K
Forward Roll into Sweep	b, f+K

Throwing Attacks	Method
Over the Shoulder Throw	P+G
Turn Around Throw	df+P+G
Over the Hill	f+P+G
Snap Throw	b, d+P+G
Ninja Grab	b, f+P+G
Shoulder smash	P+G
Leg Takedown	P+G
Takedown and Punch Follow-up	uf+P+G
Inverted Suplex	u+P+GBig
Toss	b+P+G
Big Toss and Follow through	b+P+G, u+P+G
Sliding Slicer	Dash Toward+K
Back Flip	d, ub
Handstand	b+M

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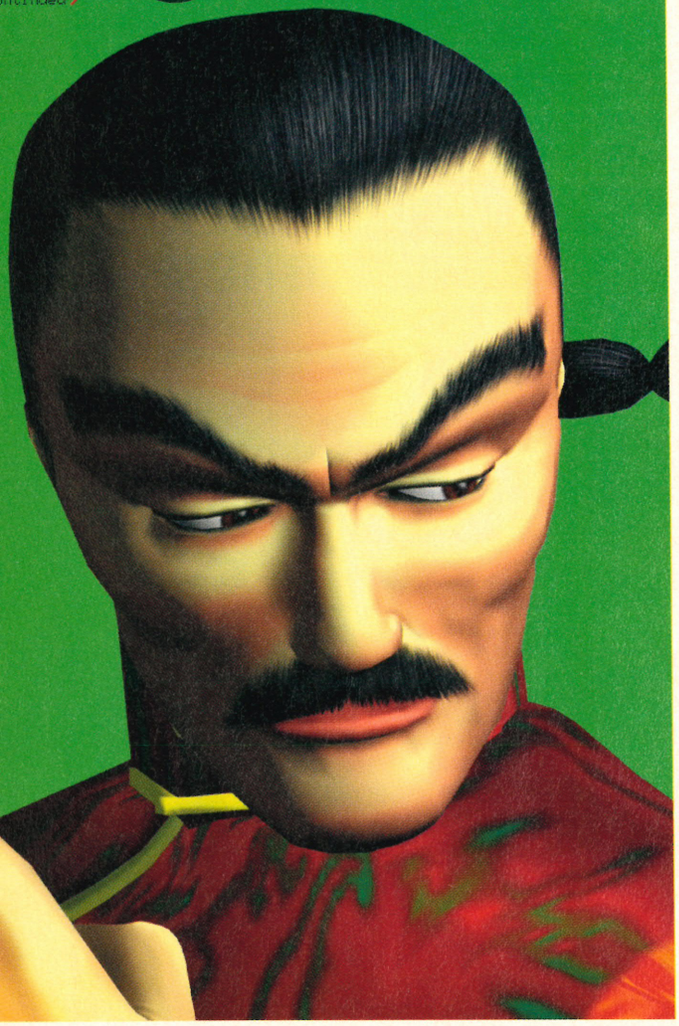


Lau Chan

In the second Virtua Fighter tournament Lau Chan made it all the way to the final, here he met Akira and lost! The margin of defeat was thin, but none the less Lau left with a runners-up place, which was not good enough to satisfy his high standards.

However he didn't have time to dwell on the loss for to long, he discovered that his restaurant was in financial trouble, so Lau swapped the fighting arena for the kitchen in an attempt to restore the reputation of his restaurant. When he receives an invitation to the third VF tournament he leaves the kitchen in the hands of his best apprentice and sets off to go one better in this year's event.

essential information >

Dreamcast Solutions

Lau Chan

Date of Birth	2 October 1940
Sex	Male
Nationality	Chinese
Height	1.72m
Weight	77kg
Occupation	Chef
Blood Type	B
Hobby	Poetry
Fighting Style	Keon-Ken/Tiger

1 Punching Rage df, df+P, P, P, P

This move makes excellent use of Lau's combination of speed and strength to devastating effect. Lau will move toward his opponent as he unleashes a barrage of punching attacks, one after the other in very rapid succession. This is an excellent move!

2 Basic Throw P+G

Basic throws are probably the most-underrated! They inflict almost as much damage as the more complex throwing attacks but are easier to perform making them the ideal way to counterattack a close-in enemy. This move is best used at close range.

3 Flying Kick u+K+G

The flying kick and is best used as a surprise technique. However, this move is not without its drawbacks and you must be aware of these before you try and use it in a battle situation. Remember though, if you miss or it is is blocked you are going to be wide open!

4 Rising Hand Combo Creamer DF+P, P, b+P, f+P

This is another chain of punches that sees Lau inflict damage quickly, however it differs from other attacks because Lau pauses between the punches. This may seem like you are giving your foe a chance to block, but it throws their block timing off.

5 Power Push into Sweep b, b+P, D+K

The power push is a great move, but when you chain a sweeping attack onto it you've got an even better sequence! The initial attack lands high, while the follow up strike hits an opponent below the knees and this makes blocking difficult.

6 Rising Hard Punch DF+P

This attack is great counter strike as it's fast and easy to perform, it also knocks your foe to the ground, which sets them up for a follow-up attack. This move is best used directly after an opponent has failed to connect with an attack – give them what for!

"the perfect character for novice and expert players alike"

Lau Chan is very similar to his daughter Pai, both have long punching combo attacks and plenty of throwing techniques, both have the ability to cause large amounts of damage quickly and both make the perfect character for novice and expert players alike. However, you do have to alter your playing style slightly when controlling Lau, the main difference is speed! Lau is not as fast of foot as Pai, but makes up for this with more power in this attacks.

[1] Despite his menacing features, Lau is a good character to choose if you're a Virtua Fighter beginner. **[2]** Lau's punches and kicks are second to none – he has great power!

7 Punch Barrage into Sweep
df, df+P, P, P, P, d+K

This is deadly and the final sweeping attack which lands low is almost impossible to block. As with the regular Punch Barrage, Lau storms his foe with four punches, then to finish he'll low sweep.

8 Punch Assault into Kick Flip
df, df+P, P, P, P, b+K

Lau will rush his opponent with a barrage of high punching attacks knocking them back as he lands each one, then as the last punch lands he'll perform a somersault kick.

9 Super Ground Attack d, U+P

This attack can only be performed on a grounded opponent but this doesn't make it any less useful. Whenever you knock an opponent to the ground always follow-up with a grounded attack, here Lau crushes his foe with a deadly 'feet first' attack.

10 Head Throw
b, f+P+G

This throwing attack is quite tricky to perform. However, once you've got the confidence to start using it the power and speed it has will be extremely useful indeed. If you miss this throw with Lau's basic throw you'll give yourself a sound base for throwing attacks.

COMPLETE MOVES LIST

General Attacks	Method
Dagger Punch	P
Lunging Dagger Punch	df, df+P
Lunging Sweeper	f, d+K
Basic Sweep	d+K+G
Low Punch	d+P
Low Kick	d+K
Moving Punch	P+M
Kick	K
Moon Kick Follow Through	K, K
Lunging Kick	f, f+K
Heel Kick follow-up	d+K, K
Twin Low Kick	D+K, K
Triple Low Kick	D+K, K, d+K
Kicking Sweeper	D+K, K, D+K, K+G
Twin Dagger Follow-up	df+P, P
Dagger Punch Combo	df+P, P, K
Triple Dagger Blow	df+P, P, P
Kick Flip Finisher	df+P, P, P, b+K
Dagger Punch into Sweep	df+P, P, P, d+K
Moon Kick Finisher	df+P, P, P, K
Low Dagger Punch	df+P
Elbow	f+P
Elbow Combo	f+P, b, f+P
Super Dagger	df+P+K
Super Dagger Combo	DF+P, df+P+K
Sliding Kick	df+K
Sliding Kick into Punch	df+K, f+P
Sliding Kick Combo	df+K, f+P, b, f+P
Heel Strike	D, K
Lifting Kick	ub+K
Waterwheel Kick	uf+K
Moving Side Swipe	df+K+M
Hopping Hell	uf+K+G
Dagger Punch Finisher	df, df+P, P, P
Four Strike 'Mix it up' combo	df, df+P, P, P, K
Punching Rage	df, df+P, P, P, P
Punch Assault into Kick Flip	df, df+P, P, P, P, b+K
Punch Barrage into Sweep	df, df+P, P, P, P, d+K
Five hit Death	df, df+P, P, P, P, K
Rising Hand Punch	DF+P
Punch innto Palm	P, b+P
Double Punch Out	P, b+Pf+P
Punch into Sweep	P, D+K+G
Single Impact	b, f+P
Evading Kick Back	K+M
Moon Kick	K+G
Eclipse Moon Kick	b, f+K+G
Lunar Power Push	b, b+P, K+G
Punch into Hell Attack	P, K
Punch into Moon Kick	P, K+G
Twin Punch	P, P
Twin Punch Follow-up	P, P, K
Triple Punch Assault	P, P, P
Triple punch Flip Kick	P, P, P, b+K
Triple Punch Tripper	P, P, P, d+K
Triple Punch into Moon Kick	P, P, P, K
Twin Strike	b+P, P
Power Push	b, b+P
Power Push into Sweep	b, b+P, D+K
Four Power Push Attack	b, b+P, d+P, P, K
Power Push Power Puncher	b, b+P, d+P, P, P
Power Push into Dagger Punch	b, b+P, d+P
Three Hit Power Push Combo	b, b+P, d+P, P
Power Push kick Flip Attack	b, b+P, d+P, P, P, b+K
Power Push change-up	b, b+P, d+P, P, P, d+K
Super Power Push assault	b, b+P, d+P, P, P, K
Alternative Moon Kick	b, b+K+G
Quick Sweep	d+K
Lunge into Dagger	df, df+P, P
Three Hit punch Assault	df, df+P, P, b+P
Four Hit hammering	df, df+P, P, b+P, f+P
Rising Hand Follow-up	DF+P, P
Double Rising Hand Punch	DF+P, P, b+P
Rising Hand Combo Creamer	DF+P, P, b+P, f+P
Rising Twin Hand	DF+P, P, P
Rising Twin Hand into Kick	DF+P, P, P, K
Rising Twin hand Flurry	DF+P, P, P, P
Rising Hand Triple Punch	DF+P, P, P, P, b+K
Rising Hand Sweep Finish	DF+P, P, P, P, d+K
Rising Hand Moon Kick Finish	DF+P, P, P, P, K
Low blow	d+P
Flying Kick	u+K+G
Back Flip Escape	d, ub
Super Ground Attack (Opponent must be on floor)	d, U+P
Regular Ground Attack (Opponent must be on floor)	u+P
Ground Smasher (Opponent must be on floor)	df+K

Throwing Attacks	Method
Basic Throw	P+G
Back Slammer	b+P+G
Lunging Trip	b, d+P+G
Overhead Assault	f+P+G
Head Throw	b, f+P+G
Shoulder Twister	df, df+P+G
Over the Head Drop	b+P+G

continued >

When Lion fought in the first tournament he didn't know what to expect or how he would fair, he didn't really know if he had the ability to match the other warriors on a competition level. Despite his defeat by Kage-Maru in the first round, Lion found that he had the desire and fire burning deep inside, the fire that sets a Virtua Fighter warriors apart from all others. Lion vowed to return to the third tournament and this time prove he was a worthy opponent to everyone he came up against.

Lion may only be a young man, but he has one of the most unorthodox fighting styles in the game making him very

essential information

Dreamcast Solutions

Lion Rafale

Date of Birth	24 December 1979
Sex	Male
Nationality	French
Height	1.71m
Weight	61kg
Occupation	High School Student
Blood Type	AB
Hobby	Collecting Knives
Fighting Style	Mantis

Lion Rafale

1 Lunge Punch
b, df+P

The beauty of this move is that you don't need to be at close range to gain contact, and this makes it the perfect weapon to use against the game's bigger opponents like Wolf, Jeffry and Taka-arashi. Lion will move forward as he throws a powerful punch to his opponent's midsection.

2 Trip Take Down
P+G

This throw is the easiest and for this reason it should be the one you go to when you have little time. This attack will only drain a small amount of energy but it leaves your foe grounded and an easy target for a grounded punching attack.

3 Knee Lunge
f, f+K

This move has the advantage of being fast and easy to perform, while also causing a good deal of damage. Try and use this attack from medium range as Lion moves forward as he performs the attack giving it a longer range than a foe may expect.

4 Eye Rake
f+P+K

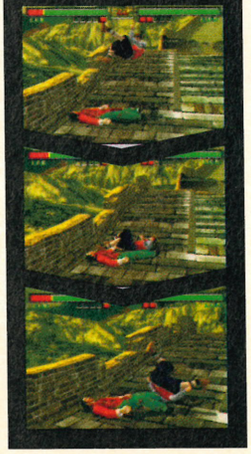
Here Lion uses a nasty move to blind his opponent for a few seconds. Lion uses his fingers to rake across the eyes of his unfortunate foe causing a good deal of damage in the process, a good close range move that can lead to a big follow up attack

5 Rising Punch Follow-on
df+P, P

The rising punch is a good move, however this follow-up move takes it further. You still have the speed and range of the regular rising punch but the added hits of the follow-on move mean more damage and a knock down.

6 Ground Assault
(Short Range) u+P

This attack can only be performed on a grounded opponent, in fact it can be the way to win a close match. Whenever you knock an opponent to the ground always follow-up with a grounded attack, this move is fast, and deadly, two very good features!



difficult to counter attack, and at times almost impossible to predict. If you are controlling Lion you should use this 'Mantis' fighting style to your advantage, use high punching and kicking attacks followed up with sweeps and low kicks! This style of attack, combined with his low stance will make it tough, if not impossible for an opponent to block the low blows. In addition to this aspect of Lion's game you should also perfect his throwing attacks as these prove to be excellent counter-attacking weapons.

[1] Lion is a young man, so you would think his fighting techniques wouldn't be up to scratch – but think again! **[2]** The steps give a helping hand once a foe is down.

7 Sidestep Forward uf+M

Sidestepping moves are one of the best ways to combat an aggressive opponent! If you find yourself up against the likes of Sarah or Jacky then this move could make them think twice. Lion will take a quick step to the side putting him in the perfect position for a combo.

8 Low Sweep d+K+G

Once again the sweeping attack should be the main stay of a good attacking range, and with Lion this is even more important. Because of the Mantis-style crouches Lion uses, his centre of gravity is already low, and this means he can perform sweeps fast.

9 Kick Throw D, f+P+G

The Kick Throw is more powerful than Lion's basic throwing attack. Once you've got the confidence to start using this attack rather than the basic throw, the power and speed it has will make it extremely useful indeed. You'll soon have your opponent beat!

10 Triple Punch P, P, P

Here Lion uses his speed to overwhelm his opponent with three fast punches in quick succession, simply tap the punch button three times and Lion will do the rest. This move is a great counterattack and works well after you use one of his sidestep moves.

COMPLETE MOVES LIST

General Attacks	Method
Regular Punch	P
Punch into Kick	P, K
Super Punch	b, b+P
Super Kick	b, b+K
Twin Punch Assault	P, P
Low Punch	d+P
Moving Punch	db+P
Twin Moving Punch	db+P, P
Edging Punch	DF+P
Twin Edge Punch	DF+P, P
Lunge Punch	b, df+P
Kick	K
Twin Kick	K, K
Side Swipe	d+P+M
Hand Swipe	d+P+K
Power Swipe	df+P+K
Low Kick	d+K
Twin Low Kick	d+K, K
Low Moon Kick	d+K, K+G
Upside Down Kick	db+K
Follow Through Kick	db+K
Low Sweep	d+K+G
Sweep Lunge	df+K+G
Rising Punch	df+P
Rising Punch Follow-on	df+P, P
Running Uppercut	D, f+P
Elbow Smash	f+P
Elbow Lunge	f+P, P
Lunge Smash	f, f+P
Spinning Punch	b+P
Reverse Spinning Punch	b+P, P
Spinning Punch Combo	b+P, P, K
Overhead strike	u+P+K
Moving Strike	df+K
Rising Knee	f+K
Knee Lunge	f, f+K
Lunge Combo	f, f+K, K
Jump Kick	u+K
Double Jump Kick	u+K, K
Inverted Kick	uf+K
Moving kick	df+K+M
Spinning Kick	f, f+K+G
Twin punch Follow-on	P, P, d+P
Triple Punch	P, P, P
Moving Punch	P+M
Wing Up Swipe	f+P+M
Eye Rake	f+P+K
Twin Eye Rake	b+P+K
Evading Kick	K+M
Ground Assault (Long Range) (Opponent must be on floor)	d, U+P
Ground Chopper (Opponent must be on floor)	df+P
Ground Assault (Short Range) (Opponent must be on floor)	u+P
Spinning Wheel	d, ub
Sidestep Backwards	ub+M
Sidestep Forward	uf+M

Throwing Attacks	Method
Trip Take Down	P+G
Eye on the Needle	df+P+G
Kick Throw	D, f+P+G
Counter Strike	f, f+P+G
On your Back	f, b+P+G
Revolving Throw	b+P+G
Mid-air Kicker	b, f+P+G
Neck Breaker	uf+P+G

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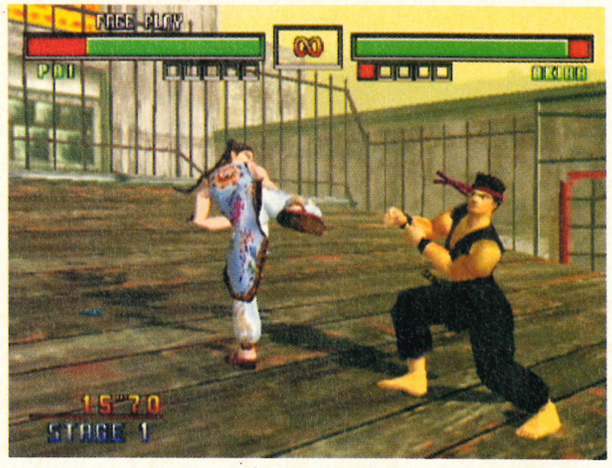
Pai Chan

Pai lost to her father in the second tournament but in defeat she learnt a lot about the man she once thought she hated. Maybe he wasn't so bad after all, what ever drove him to forsake his family for the thrill of battle must be very strong, and Pai was beginning to understand this after her own experiences on the field of battle.

Pai Chan is a fast character, no doubt about that, in fact she is probably one of the fastest in the game and this makes her a good character for a novice player but deadly in the hands of an expert! Speed may come at the expense of power but this is the trade off you'd expect in a beat-'em-up, you must learn to use her impressive speed to overcome these shortcomings in her fighting style. Learn her moves so you can use them at even



essential information >

Dreamcast solutions

Pai Chan

Date of Birth	17 May 1975
Sex	Female
Nationality	British/Chinese
Height	1.66m
Weight	49kg
Occupation	Action Super Star
Blood Type	O
Hobby	Dancing
Fighting Style	White Crane Fist

1 Quick Kick Evade K+M

This move is perfect for the lightning fast Pai and can be used to really shake up your opponent. As they move in for an attack simply use this move to avoid the incoming attack and launch a counter strike of your own. She may be small – but she's deadly!

2 Thrusting Punch f, f+P

This is a great mid-range attack that can be used to finish off an ailing opponent or surprise a foe who is unwilling to come forward. Pai launches herself forward fist first knocking an opponent to the ground with ease. Use this to get near an opponent.

3 Speed Sweep db+K+G

Sweeping attacks should the base of any good beat-'em-up player's attacking arsenal and with Pai it's no different! The sweep technique is fast, very fast indeed and because it knocks your opponent to the ground a follow up attack is possible.

4 Double Punch Follow Kick df+P, P, K

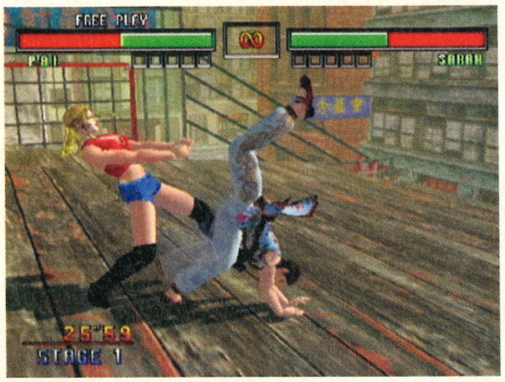
This combination of punch and kick attacks relies heavily on Pai's amazing speed and when used sparingly can be a real killer. Pai launches two high punching attacks followed by a deadly high kick that'll knock your foe to the ground.

5 Leaping Kick ub+K

This leaping kick is another fast attack that'll have your foe seeing stars in a matter of seconds. Use this move when things are tight and you're at close range, the sheer speed and ferocity of the attack will make it tough, if not impossible to block effectively.

6 Triple Punch Combo P, P, P

This triple punch may only be a very basic move but when the chips are down it's just the thing to finish off a close battle to your advantage. Simply tap the Punch button three times and Pai launches a string of short, sharp jabs! Enough to finish off anyone!



the shortest notice and you'll have an opponent on the back foot from the start, from here you are in a good position to dominate the match with short, lightning fast attacks and counter strikes. Pai is a good character to choose if you are new to the world of Virtua Fighter as she is simple yet effective to control, and better still you'll find that as your skills grow, you can turn her into an butt-kicking machine!

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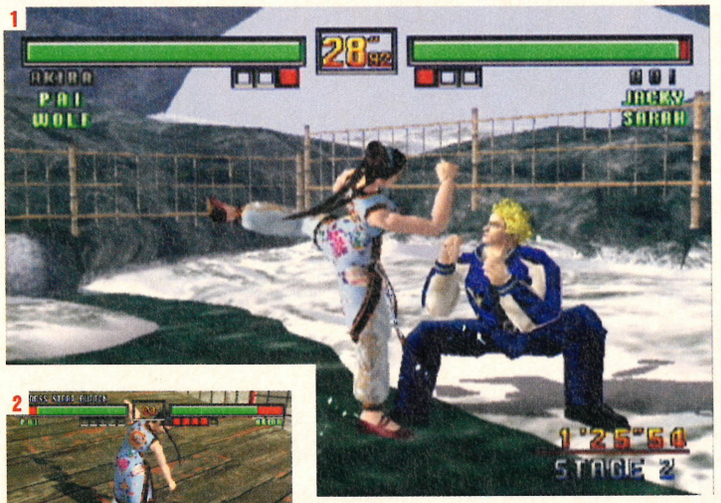


2

[1] Pai is Lau's daughter, so has been taught many of her fighting techniques by her dad! **[2]** The most vulnerable position for any opponent to be in is on the floor – the follow-up move options are almost endless!

7 Triple Punch into Sweep

P, P, P, d+K

This is a continuation of the triple punch, as before Pai starts with three short jabs, but it is then followed up with a low sweep that takes her opponent's legs from under them. The follow up sweep will come as a total surprise!

8 Any reversal attack

Reversals are extremely important, and with Pai's speed this factor can be a deadly one. If you can anticipate when your foe is about to strike, and then use this against him, you'll be very difficult to beat. You should establish this part of your game from the start.

9 Head Smasher

P+G

This throw is powerful, fast and best of all easy to perform. Use this if you find yourself and close range and want to surprise your opponent with an easy knock down, and don't forget to follow up with a ground attack for added damage, Easy stuff!

10 Over The Head

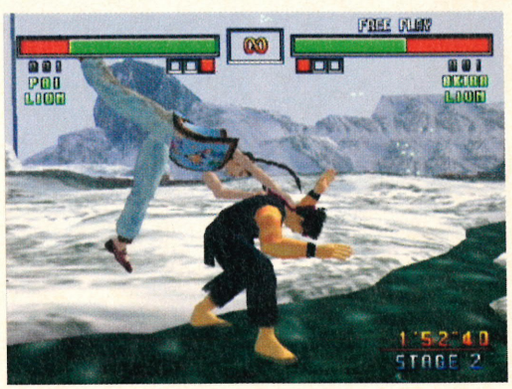
f+P+K+G

There's no more powerful an attack than lifting your opponent high into the air and slamming them into the ground. This will usually take a good percentage of their energy down, so you can follow it up with your more familiar attacks.

COMPLETE MOVES LIST

General Attacks	Method
Low Punch	d+P
Low kick	d+K
Punch, Kick	P, K
Twin Punch	P, P
Triple Punch Combo	P, P, P
Triple punch into Kick	P, P, P, f+K
Triple punch into Swing Kick	P, P, P, K
Triple Punch into Flip	P, P, P, b+K
Triple Punch into Sweep	P, P, P, d+K
Dashing Hand	db+P
Foot Kick	d+K, K
Speed Sweep	db+K+G
Thrust Punch, Kick	f, f+P, K
Forward Lunge	b+P
Twisting Kick	df+K
Double Punch Follow Kick	df+P, P, K
Twin Punch Leg Sweep	P, P, d+K+G
Sweeping Kick	d+K+G
Low Double Punch	df+P, P, P
Twin Back Kick	ub+K, f+K
Bird Kick	uf+K
Double Bird Kick	uf+K, K
Evading Swing	df+K+M
Rolling Kick	f+K+G
Leaping Kick	Dash toward+K
Back Flip	d, ub
Rolling Kick Follow-on	f+K+G
Punch into Flip Kick	df+P, P, P, b+K
Punch into Swing Kick	df+P, P, P, K
Leaping Back Kick	ub+K
Moving Lunge	P+M
Lunge kick	f, f+K
Twin Hand Shot	D, f+P
Slice	f+P
Thrusting Punch	f, f+P
Quick Kick Evade	K+M
Half Moon Kick	K+G
Inverted Half Moon	b+K+G
Spinning Air kick	ub+K
Knee Smasher (When opponent is on the floor)	d, U+P
Standing Smash (When opponent is on the floor)	df+P
Reversal Attack	db+P+K

Throwing Attacks	Method
Head Smasher	f, b+P+G
Crescent Throw	D, f+P+G
Upside Down Throw	f+P+G
Around the World Throw	f+P+G
Head Smasher	P+G
Swinging head Throw	b, f+P+G
Over the Head	f+P+K+G
Floor Throw	P+G
Power Push	df+P+G
Reverse Punch	P+G



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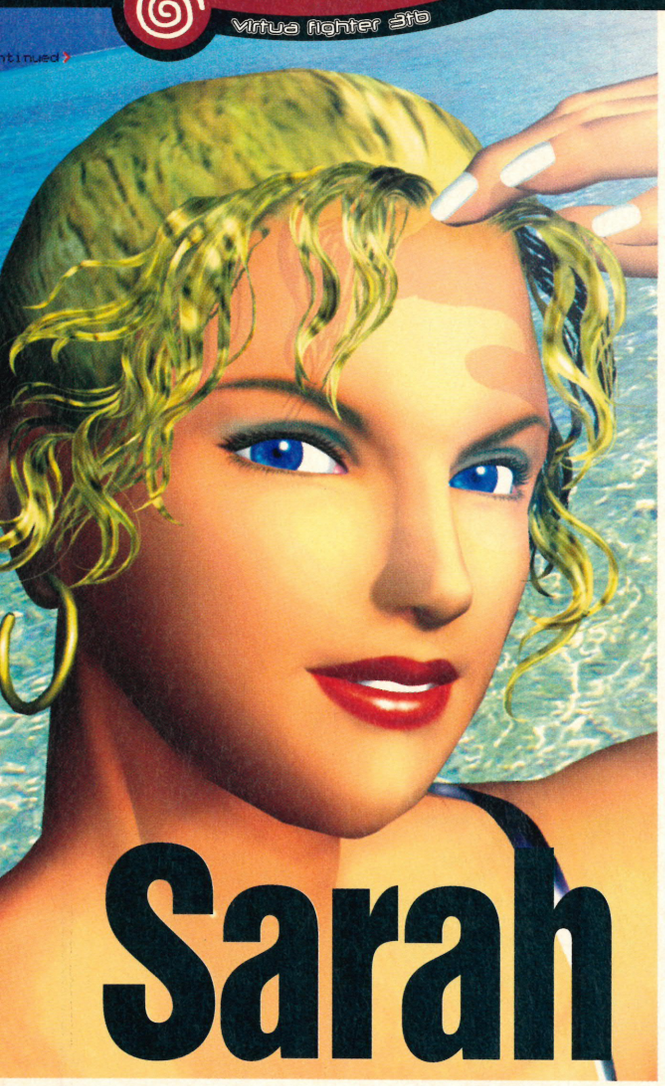


Sarah Bryant

In the second tournament Sarah has been brain washed and 'programmed' to kill here brother Jacky, however he managed to rescue Sarah only to find that her memory had been completely wiped! As Sarah lived her life from day-to-day she found that her memories would slowly come back to her, however on the battlefield they would recur much more often and vividly. When she heard about the third tournament she decided to enter in the hope of recovering the rest of her memory.

Sarah is very similar to Jacky in terms of the moves she has, and the fighting style that she uses. Lots of punching attacks with high and low endings mean that Sarah can confuse an opponent with ease and make it very difficult for them to predict her fighting pattern.

essential information >
Dreamcast solutions

Sarah Bryant

Date of Birth	4 July 1973
Sex	Female
Nationality	American
Height	1.73m
Weight	55kg
Occupation	College Student
Blood Type	AB
Hobby	Sky Diving
Fighting Style	Jeet Kune Do

1 Dashing Knee Lift Dash+K+G

The dash knee lift is the perfect example of why Sarah is such a good character. This move is fast, powerful and can be used at either close or medium range making it versatile! Sarah will move toward her opponent while leaping into the air and raising her knee.

2 Over the Head Suplex Dash+K+G

The is very similar to the suplex moves that Wolf uses, and serves to be one of Sarah's best attacks. Use this move if your opponent misses with an attack or you want to surprise one of the bigger foes with some real rough stuff at close range.

3 Illusion Kick df+K, K

The Illusion Kick has it all: speed, power, a knock down on contact and it's almost unblockable! Use this move at medium range to really shake up an opponent. Don't forget that if you knock them to the floor always follow up with a ground attack.

4 Elbow Thrust f+P

This is another lunging move, meaning that it is effective from both short and medium range. Sarah uses her elbow to smash her opponent's face with amazing speed and power, this move also scores a knock down on a clean hit so once again follow it up!

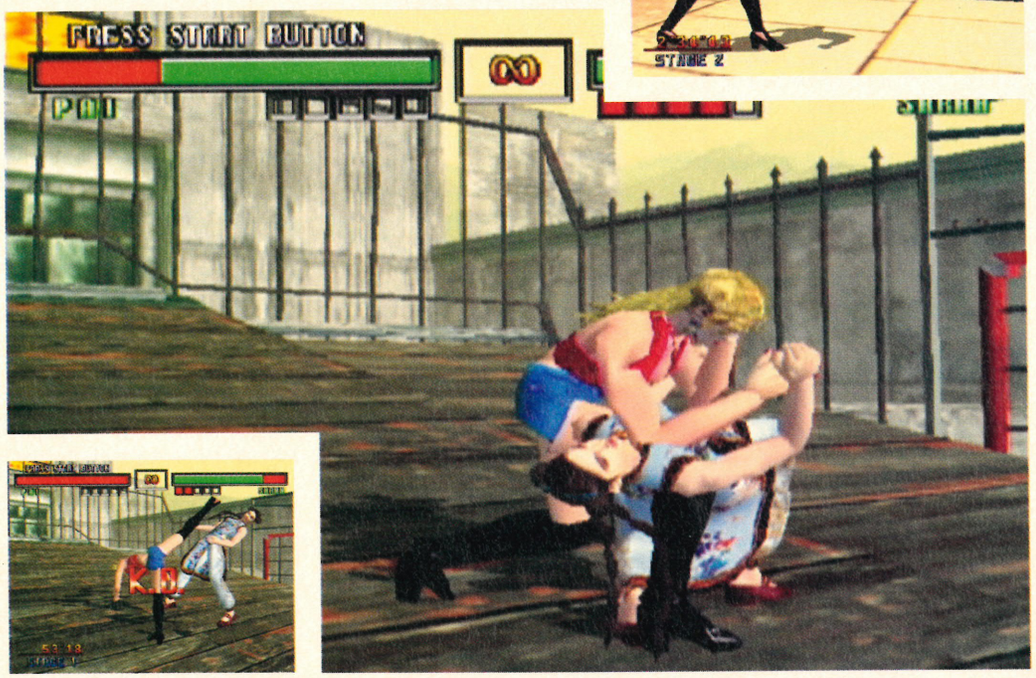
5 Triple Punch into Rising Kick P, P, P, u+K

This amazing combo takes the basic Punch Assault and adds a rising kick. Sarah will use her speed to rush her opponent with a barrage of high attacks knocking them back as she lands each one, then she'll perform a somersault kick.

6 Double Punch into Kick P, P, K

This combo combines a couple of punches with a kick to finish. Sarah's speed is once again used to good effect, as getting the initial punch to make contact is essential to the rest of the combo to score damage.

As is usually the way with beat-'em-ups, the female character has slightly more speed, but sacrifices power to her male counterpart. This is also true in the case of Jacky and Sarah so make use of her increased speed by moving around the battleground as much as you can. This tactic gives you the chance to get the position you need to launch the right attack, and better still you'll also give yourself the chance to score some easy 'ring out' victories!



"Sarah can confuse an opponent with ease and make it very difficult for them to predict her fighting pattern"

7 Punch/Kick two-in-one P, K

The two-in-one attack has been around for as long as the beat-'em-up and here Sarah performs this excellent combo perfectly. First tap the Punch, then the Kick button and Sarah delivers a deadly two-hit barrage that scores a knock down should both hits connect!

8 Back Smash P+K+G

This throwing technique is as easy to perform as Sarah's basic throw but is slightly more powerful and this means that once you've got the confidence to go for it in a battle the Back Smash should be your number one choice. Timing is of the essence!

9 Illusion Kick into Football Kick df+K, K, f+K

Here we see a move based on the great Illusion Kick, but here instead of just the basic move Sarah follows this up with a football-style kick to her opponent's mid-section. The second kick lands between the high and low guard positions.

10 Low Kick d+K+G

With Sarah's excellent speed there will be no stopping her when she's using this low kick effectively. Get in close to your opponent and avoid their blows then let them have a barrage of these effective kicking combos. The battle will soon be yours!

COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch into Side Swipe	P, d+K
Punch/Kick two-in-one	P, K
Twin Punch	P, P
Triple Punch Finisher	P, P, b+P
Triple Punch into Kicking Flip	P, P, b+P, K
Double Punch into Kick	P, P, K
Standard Triple Punch	P, P, P
Triple Punch into Knee	P, P, P, K
Triple Punch into Rising Kick	P, P, P, u+K
Double Power Punch	P, P, u+P
Double Punch Combo	P, P, u+P, K
Hack	df+P
Evading Punch	P+M
Low Jab	d+P
Kick	K
Twin Kick	K, K
Kick then Punch	K, P
Knee Strike	b+K
Knee Strike Follow-on	b+K
Moving Kick	K+M
Hurricane Kick	uf+K+G
Low Punch	D+P
Low Kick	D+K
Twin Lock Kick	D+K, K
Quick Kick	d+K+M
Shin Smash	d+K+G
Sweep	df+K+G
Elbow Thrust	f+P
Elbow Thrust Combo	f+P, b+K
Elbow Chop	f+P, df+P
Elbow into Knee	f+P, K
Football Kick	d+P+K
Twin Football Kick	d+P+K, K
Big Boot	d+K
Twin Big Boot	d+K, K
Spinning High Kick	db+K
Side Swipe	df+K
Illusion Kick	df+K, K
Illusion Combo	df+K, K, b+K
Illusion Kick into Football Kick	df+K, K, f+K
Oasis Kick	df+K, K, K
Crouching Knee	D, f+K
Double Knee	D, f+K, K
Twin Knee	D, f+K, K
Regular Knee	f+K
Knee Lunge	f, f+K
Spinning Kick	u+K
Moon Dive	u+K, u+P
Flip Kick	ub+K
Moving Side Smash	df+K+M
Moon Kick	K+G
Hooking Kick	db+K+G
Forward Kick	f+K+G
Head Rush	b+K+G
Leaping Kick	u+K+G
Heal Head	ub+K+G
Ground Assault (Long Range)	d, U+P
Ground Assault (Short Range)	u+P
Ground Kicking	df+K
Quick Sweep	d+K
Backward Flip	d, ub
Reverse Falling Danger	uf+P
Forward Falling Danger	uf+P
Dashing Knee Lift	Dash+K+G

Throwing Attacks	Method
Over the Head Suplex	Dash+K+G
Neck Take Down	f, f+P+G
Knee Bash Assault	b+P+G
Leg Drag	b, f+P+G
Back Smash	P+K+G
Neck Cracker Sweet	uf+P+G
Knee Bash from Hell	b+P+G

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Shun-Di

Shun-Di's reason for entering the third tournament is something of a strange one to say the least, in the second Virtua Fighter championship he spotted a shadowy figure that turned out to be a disciple Shun had raised and taught many years ago. Shun-Di couldn't get this man out of his head, why would he come to the Virtua Fighter tournament, and why would they meet after so much time? Unfortunately Shun-Di never met up with his disciple so he could not answer these questions. However when Shun learns of the upcoming tournament he decided to enter in the hope of solving the mystery.

Shun-Di is a strange character to both play and fight against! His 'drunken' style of Kung Fu is rather weird, has no real pattern to it and seems to be a complete mess most of the time, however this couldn't be further from the truth! An

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Extra information>

> Shun is a great character to fight with if you want to confuse your opponents. His drunken Kung-Fu style always keeps 'em guessing!

essential information>

Dreamcast solutions

Shun-Di

Date of Birth	2 January 1912
Sex	Male
Nationality	Chinese
Height	1.64m
Weight	63kg
Occupation	Herbal Doctor
Blood Type	O
Hobby	Collecting Medical Herbs
Fighting Style	Drunken Fist

1 Punch Barrage P+G

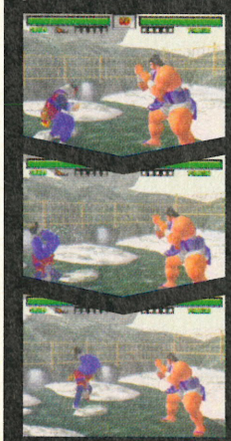
With the strange fighting stance that Shun-Di uses, even a simple move like the punch barrage can become a deadly weapon, particularly when used as a counterattack. Begin this move while standing a few steps away from your foe.

2 Swig of Drink d+P+K+G

Now you might think that drinking on the job would be a bad thing, but in good old Shun's case it can actually make him even more unpredictable! The more Shun-Di drinks the looser his fighting position gets and this means it becomes difficult for your foe.

3 Handstand f, b

Shun-Di leaps onto his hands and then hops around the battle area launching attacks at will. This has a two-fold effect, first when playing a human player the mere site of Shun leaping around is enough to distract them. Secondly Shun has a new set of moves that can only be performed from here!

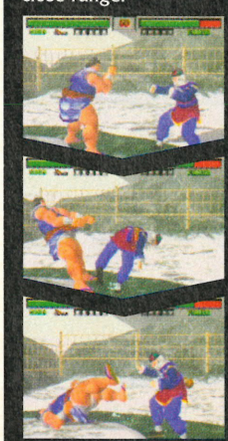


4 Lunging Double Fist UF+P

This is a great mid-range attack that can be used to finish off an opponent whose energy is running low. Shun launches himself forward knocking his opponent back with the initial punch then knocking them to the ground with the follow up attack.

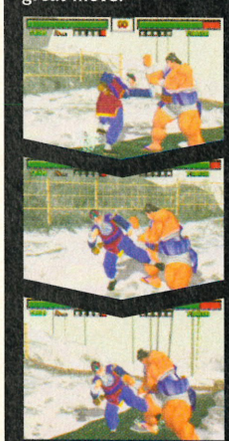
5 Waterfall Kick f, f+K

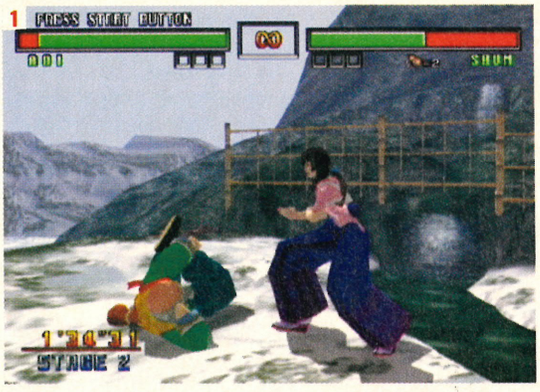
This kick is simple to perform, however don't let this fool you into thinking it is a move that can't offer you anything, even when playing against VF 3 masters. The waterfall kick is fast moving and this makes it great for surprise attacks at close range.

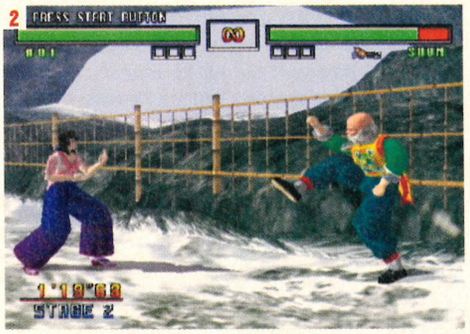


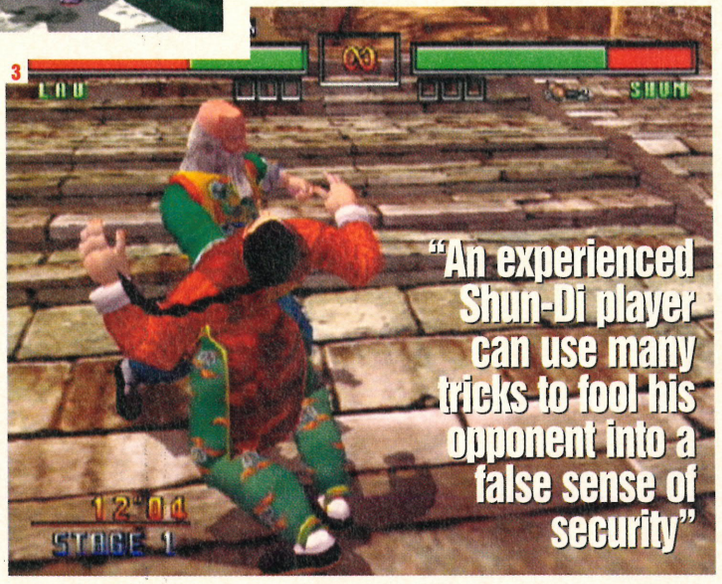
6 Double Punch into Low Kick P, P, M, d+K, K, G

In this move Shun-Di will start by attacking with two high punches, once the first has landed the second is a guaranteed hit! Then he follows this up with a sweep that is both fast, and powerful. What a great move!









experienced Shun-Di player can use many tricks to fool his opponent into a false sense of security, all manner of comical moves are at his disposal, things like the 'sit down' and the 'hand stand' tricks for example. However, with his opponent distracted they will not remain upright for very long! Another thing that makes Shun-Di a good character is the sheer amount of moves he has to choose from, just check out his list and you'll see that on this score he is second to none. Overall, Shun-Di is a character who lacks speed and can be difficult to control at the outset, but once these initial problems have been overcome can be a deadly fighting force. One for the VF3 experts to try!

[1] As if Shun's great special moves weren't impressive enough, he's so confident of winning the fight that he can lie down on the job! **[2]** You can make Shun-Di perform a little dance to celebrate winning! **[3]** This game is a fitting tribute to the acting talents of Buster Merryfield.

7 Double Punch into Double Kick

P, P, M, d+K, K

This is an excellent variation on the Double Punch Low Kick move, this time the second half of the combo hits high. Learning how to read an opponent is the most difficult, yet useful part of playing *Virtua Fighter 3tb*.

8 Sliding Kick K+M

This sliding kick is similar to the move performed by the Bryants, however with Shun-Di's low centre of gravity his version of the move is more potent. A skilful player can use this move to avoid an oncoming attack, then land an unblockable hit.

9 Uppercut Combo df+P, P+K

The uppercut is a powerful move and when you put its effects into a combo you've got something to behold. Shun leaps forward launching this three hit combo with both speed and power. The chance of landing both hits (which score a knock down) is high!

10 Punch-Kick Two-in-one f, f+P+K

Jjust because this move is basic it doesn't mean that it's not going to be any use. First tap the Punch, then the Kick button and Sarah delivers a deadly two-hit barrage that scores a knock down should both hits connect!

COMPLETE MOVES LIST

General Attacks	Method
Dagger Punch	P
Lunging Dagger Punch	df, df+P
Lunging Sweeper	f, d+K
Basic Sweep	d+K+G
Low Punch	d+P
Low Kick	d+K
Moving Punch	P+M
Kick	K
Moon Kick Follow Through	K, K
Lunging Kick	f,, f+K
Heel Kick follow-up	d+K, K
Twin Low Kick	D+K, K
Triple Low Kick	D+K, K, d+K
Kicking Sweeper	D+K, K, D+K, K+G
Twin Dagger Follow-up	df+P, P
Dagger Punch Combo	df+P, P, K
Triple Dagger Blow	df+P, P, P
Kick Flip Finisher	df+P, P, P, b+K
Dagger Punch into Sweep	df+P, P, P, d+K
Moon Kick Finisher	df+P, P, P, K
Low Dagger Punch	df+P
Elbow	f+P
Elbow Combo	f+P, b, f+P
Super Dagger	df+P+K
Super Dagger Combo	DF+P, df+P+K
Sliding Kick	df+K
Sliding Kick into Punch	df+K, f+P
Sliding Kick Combo	df+K, f+P, b, f+P
Heel Strike	D, K
Lifting Kick	ub+K
Waterwheel Kick	uf+K
Moving Side Swipe	df+K+M
Hopping Hell	uf+K+G
Dagger Punch Finisher	df, df+P, P, P
Four Strike 'Mix it up' combo	df, df+P, P, P, K
Punching Rage	df, df+P, P, P, P
Punch Assault into Kick Flip	df, df+P, P, P, P, b+K
Punch Barrage into Sweep	df, df+P, P, P, P, d+K
Five hit Death	df, df+P, P, P, P, K
Rising Hand Punch	DF+P
Punch innto Palm	P, b+P
Double Punch Out	P, b+Pf+P
Punch into Sweep	P, D+K+G
Single Impact	b, f+P
Evading Kick Back	K+M
Moon Kick	K+G
Eclipse Moon Kick	b, f+K+G
Lunar Power Push	b, b+P, K+G
Punch into Hell Attack	P, K
Punch into Moon Kick	P, K+G
Twin Punch	P, P
Twin Punch Follow-up	P, P, K
Triple Punch Assault	P, P, P
Triple punch Flip Kick	P, P, P, b+K
Triple Punch Tripper	P, P, P, d+K
Triple Punch into Moon Kick	P, P, P, K
Twin Strike	b+P, P
Power Push	b, b+P
Power Push into Sweep	b, b+P, D+K
Four Power Push Attack	b, b+P, d+P, P, K
Power Push Power Puncher	b, b+P, d+P, P, P
Power Push into Dagger Punch	b, b+P, d+P
Three Hit Power Push Combo	b, b+P, d+P, P
Power Push kick Flip Attack	b, b+P, d+P, P, P, b+K
Power Push change-up	b, b+P, d+P, P, P, d+K
Super Power Push assault	b, b+P, d+P, P, P, K
Alternative Moon Kick	b, b+K+G
Quick Sweep	d+K
Lunge into Dagger	df, df+P, P
Three Hit punch Assault	df, df+P, P, b+P
Four Hit hammering	df, df+P, P, b+P, f+P
Rising Hand Follow-up	DF+P, P
Double Rising Hand Punch	DF+P, P, b+P
Rising Hand Combo Creamer	DF+P, P, b+P, f+P
Rising Twin Hand	DF+P, P, P
Rising Twin Hand into Kick	DF+P, P, P, K
Rising Twin hand Flurry	DF+P, P, P, P
Rising Hand Triple Punch	DF+P, P, P, P, b+K
Rising Hand Sweep Finish	DF+P, P, P, P, d+K
Rising Hand Moon Kick Finish	DF+P, P, P, P, K
Low blow	d+P
Flying Kick	u+K+G
Back Flip Escape	d, ub
Super Ground Attack (Opponent must be on floor)	d, U+P
Regular Ground Attack (Opponent must be on floor)	u+P
Ground Smasher (Opponent must be on floor)	df+K

Throwing Attacks	Method
Basic Throw	P+G
Back Slammer	b+P+G
Lunging Trip	b, d+P+G
Overhead Assault	f+P+G
Head Throw	b, f+P+G
Shoulder Twister	df, df+P+G
Over the Head Drop	b+P+G

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Virtua Fighter 3tb

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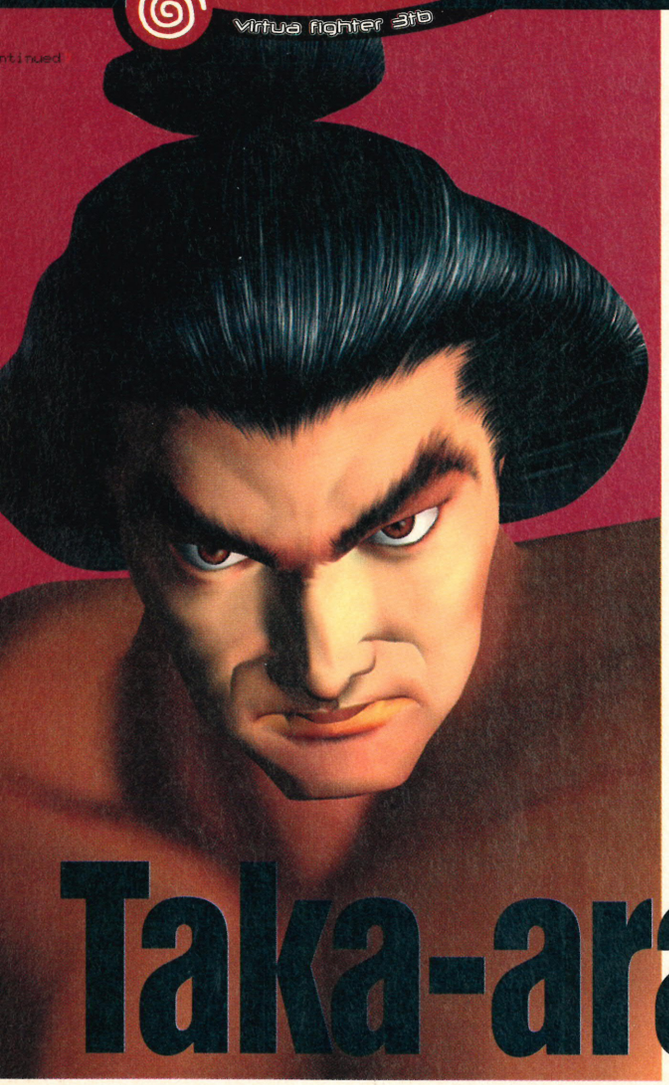


Taka-arashi

Taka-arashi is a famous Sumo wrestler in Japan, however his name is also synonymous with a brutal and vicious form of Sumo that is frowned upon by the sport's elders. While in America Taka-arashi agrees to settle a bar dispute in an underground fight, which he wins easily. Shortly after this display of raw power Taka-arashi receives a invitation to the third Virtua Fighter tournament, his reputation extends even further!

If you hadn't guessed, Taka-arashi is all about power and this is something that he has in massive amounts! He can finish off an opponent in a matter of seconds with a few well chosen moves, in addition to this he also has a bucket load of throwing moves that put him in a league along side that of Wolf Hawkfield. However, as you can probably guess all this power comes at the expense of speed, and poor old Taka-arashi is easily the slowest of all the characters in *Virtua Fighter 3tb*. To excel as

essential information

Dreamcast solutions

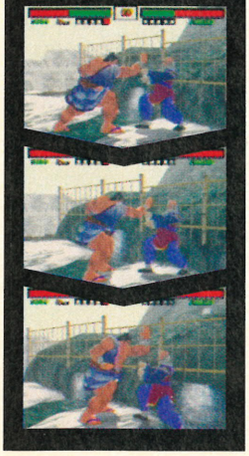
Taka-arashi

Date of Birth	11 November 1968
Sex	Male
Nationality	Japanese
Height	Unknown
Weight	Unknown
Occupation	Ex-Sumo Wrestler
Blood Type	O
Hobby	Shougi
Fighting Style	Sumo

[1] The saying goes, 'The bigger they are, the harder they fall', but in this case it should be 'The harder they punch'! **[2]** Just as Lau thought he had won the battle, Taka-arashi goes and feints on top of him!

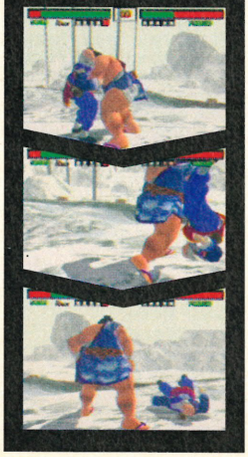
1 Ultimate Six Punch Combo P, P, P, P, P, P

This kind of six hit combo attack isn't really the sort of thing you'd expect a Sumo giant like Taka-arashi to use but his sheer power makes it deadly! Taka-arashi moves toward his foe delivering huge punches.



2 Hip Throw P+G

This throwing attack is simple yet very effective. Taka-arashi grabs his foe and hurls them over his huge hips and toward to the ground with amazing power. Use this move to really pummel an opponent who dares to get too close, with your foe grounded follow up with a ground attack.



3 Sumo Lunge Combo f, f+P, P

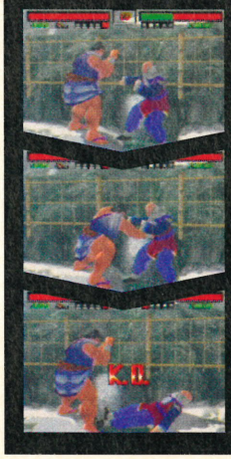
This is a great mid-range attack that can be used to finish off an opponent whose energy is running low. Taka-arashi launches himself forward knocking his foe backward with every huge punch, only one punch is required to knock an opponent to the floor.

4 Sumo Hold b, f+P+G

The Sumo Hold is another throwing attack, and is really quite simple to perform. Taka-arashi uses his huge body and power to literally crush his opponent to death, and once the move is finished his foe will fall to the ground so you can do a follow-up!

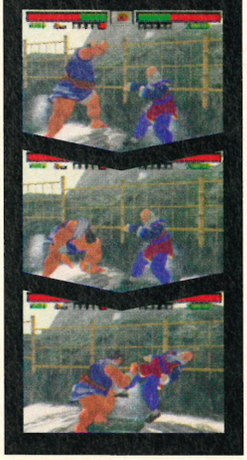
5 Open Palm Attack f+P+K

Taka-arashi moves toward his foe lunging at them with a huge hand outstretched. This causes huge amounts of damage on contact! This version of the Palm Attack may not be a fast or graceful as Akira's but it makes up for this with the massive power involved!



6 Sumo Lunge f+P+G

This attack is a great counter strike as it's fast and easy to perform and knocks your foe to the ground, which sets them up for a follow up attack. This move is best used directly after an opponent has failed to connect with an attack.



a Taka-arashi player you must learn to utilise his power and throwing attacks, and at the same time use the 'move' button to set up chances where you can actually use these attacks. He has the power to be champion, do you have the skill?

infoburst

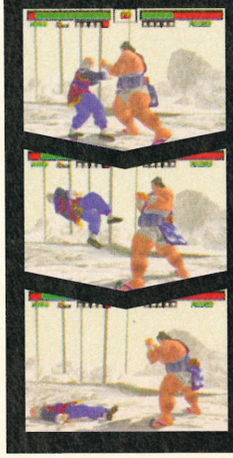
Extra information>

> Enemies can interrupt many of Taka-arashi's slapping moves, so be ready with a counterattack at all times! Nice pants though!

"Taka-arashi is easily the slowest of all the characters"

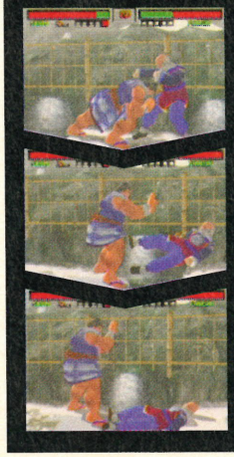
7 Knee Blow f+K

The knee blow is similar to the Triple Smash, but this time Taka-arashi uses his huge knees to pummel his opponent into submission. You should know that this move is not a throwing attack and as such can be blocked, or worse still reversed by a quick thinking foe.



8 Twin Hand Push b, f+P

This move takes the Single Hand Push and doubles it, meaning twice as much power and more importantly twice as much damage! On the down side this means that connecting with the move successfully is slightly more difficult. Practice this one!



9 Triple Smash f, f+P+G

Taka-arashi grabs his opponent and then delivers three huge blows to their mid-section. Because this move is classed as a throw it's best used at close range or as a counterattack. Don't forget that throwing attacks can't be blocked.

10 Hammer Attack Evade b+P+K

The big man sidesteps before launching a huge hammer-style attack to his now helpless foe! This move works best as a way of deterring aggressive opponents from rushing toward the Sumo giant, or used when you are being pushed toward a 'ring out'!

COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Twin Punch	P, P
Twin Punch into Sumo Slap	P, P, f+P
Three Punch Death	P, P, P
Four Punch Death	P, P, P, P
Five Punch suicide	P, P, P, P, P
Five Punch Super Combo	P, P, P, P, P, f+P
Ultimate Six Punch Combo	P, P, P, P, P, P
Low Sumo-Slap	d+P
Low Slash	d+P+K
Rising Punch Combo	df+P, P
Kick	K
Twin Slash	D+P+K, P+K
Low Kick	d+K
Hammer Attack Evade	b+P+K
Back Knuckle	P+K
Elbow Throw	f+P, f, b+P+G
Elbow Combo	f+P, P
Sumo Lunge	f, f+P
Rising Punch	df+P
Sumo Lunge Combo	f, f+P, P
Sumo Lunge into Punch Combo	f, f+P, P, P
Elbow Attack	f+P
Twin Uppercut	df, df+P
Foot Crush	b+K
Single Hand Push	b+P
Twin Hand Push	b, f+P
Falling Axe	db+P+K
Rising Smash	df+P+K
Super Rising Dragon	DF+P+K
Open Palm Attack	f+P+K
Twin Open Palm Attack	f+P+K, P
Palm Push	D, b, f+P
Sumo Smash	D, +P
Triple Pen Palm Attack	f+P+K, P, P
Low Sweep	d+P+K+G
Inward Kick	df+K
Knee Blow	f+K
Dashing Kick	Dashing+P+K
Grounded Stomp (Opponent must be on Floor)	df+K
Grounded Smash (Opponent must be on Floor)	df+P
Twin Grounded Smash (Opponent must be on Floor)	df+P, P

Throwing Attacks	Method
Hip Throw	P+G
Lunging Forward Throw	P+K+G
Lunging Forward Throw	P+K+G
Sumo Hold	b, f+P+G
Sumo Hold into Throw	b, f+P+G, b+P+G
Sumo Hold into Floor Smash	b, f+P+G, d+P+G
Sumo Hold into Hip rush	b, f+P+G, db+P+G
Sumo Hold into super Throw	b, f+P+G, P+G
Late starter Throw	d+P+K+G
Triple Smash	f, f+P+G
Head Thrust	db+P+G
Face Smash	df+P+G
Sumo Throw	D, b+P+G
Huge Hug	f, f+P+G
Head Grab & Follow-up	b, f+P+G
Super Hip Toss	b+P+G
Sumo Lunge	f+P+G
Lunge into Throw	f+P+G, b+P+G
Lunge into Trip	f+P+G, d+P+G

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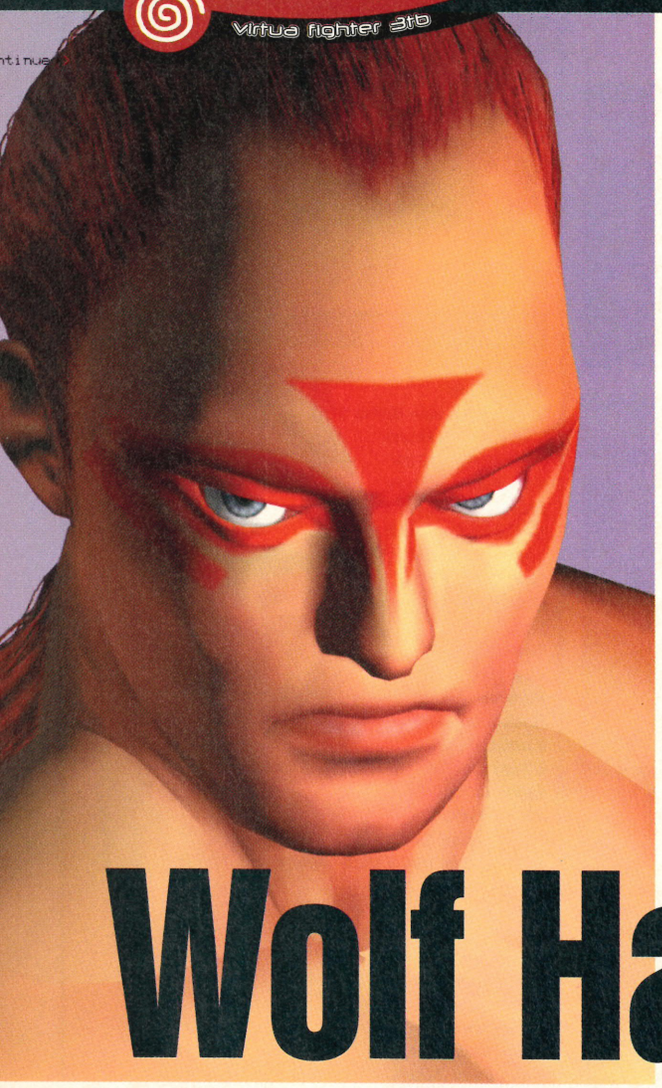


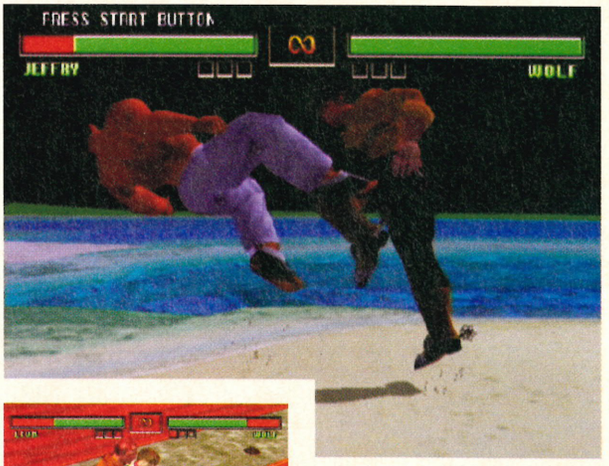
Wolf Hawkfield

essential information

Dreamcast solutions

Wolf Hawkfield

Date of Birth	8 February 1966
Sex	Male
Nationality	Canadian
Height	1.81m
Weight	110kg
Occupation	Wrestler
Blood Type	O
Hobby	Karaoke
Fighting Style	Pro Wrestling



Wolf is a man of nature, he lives and works in his native Canada using the forces of nature as his training aids! One night Wolf had a vivid dream and after consulting a local fortune-teller he decided that it was his destiny to enter the third Virtua Fighter tournament! The fortune-teller told Wolf it was a path of his life that he could simply not ignore. Maybe Wolf will find what his path is at the tournament.

Wolf is a pro wrestler and as such has a huge arsenal of throwing moves to choose from, all of which are extremely powerful! The biggest problems that players tend to run into when playing as Wolf lie his lack of a high punch or kick reversal, and this can make life difficult when playing against the game's more aggressive characters like Jacky, Pai and Lau. To become a Wolf expert you must concentrate on getting those throwing attacks perfected, then learning to back them up with a solid array of regular attacks. You must also learn to use the 'Move' button to manoeuvre yourself into a position were you can use Wolfs powerful attacks effectively.

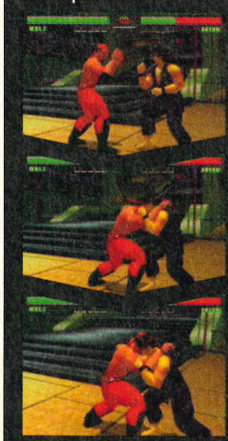
1 Twin Punch into Elbow Smash
P, P, f+P

This uses Wolf's brute force to really cause huge amounts of damage to the enemy. This three hit combo may not be as fast as a similar move for say Sarah Bryant of Pai Chan but the power is far greater and it really hurts!

2 Flash Suplex
b+P+G

This move incorporates pure wrestling skills to perform a back suplex. This move is both easy and powerful making it perfect for close range combat. The best way to set yourself up for a throwing attack is to use the 'Move' button, here you can dodge your foe then counter.

3 Grab f+P+G
It's more a case of what this move leads to than what it initially does. When you perform this move you can then go on and perform a second move in the chain to form a deadly throwing combo attack. These are the hardest of all Wolf's moves, but as you'd expect they are also the most powerful.



4 Dashing Shoulder Assault
Dash+P+K

Wolf launches himself toward his opponent's shoulder and causes huge amounts of damage. The other advantage of this move is that it can be performed from medium range making it versatile as well as deadly.

5 Mid Attack Reverse
db+P+K

If you can anticipate when your foe is about to launch a strike, and use this against him you'll be very difficult to beat. If you can establish this part of your game from the outset you'll have your opponent on the back foot from the start.

6 Twin Rising Punch
D, f+P

Here Wolf uses his huge fists to strike his foe twice with amazing power. This move is best used at close range as you'll get the full effect of the move, and score a certain knock down. Don't forget to follow up with a ground attack for that extra damage!

COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch into Kick	P, K
Twin Punch	P, P
Twin Punch into Elbow Smash	P, P, f+P
Twin Punch Super Combo	P, P, f+P, b+P
Twin Punch into Throw	P, P, f+P, db+P+K+G
Twin Punch into Rising Punch	P, P, P
Elbow Crush	b+P
Low Jab	d+P
Low Punch	D+P
Clothesline	df+P+K
Kick	K
Twin Kick	K, K
Evading Kick	K+M
Cutting Strike	K+G
Low Kick	d+K
Low Power Kick	f, d+K
Swing Punch	db+P
Rising Punch	df+P
Twin Rising Punch	D, f+P
Uppercut	DF+P
Body Smash	f+P
Twin Body Smash	f+P, P
Turning Punch	f, b+P
Devil Clothesline	f, b+P, P
Drop Shoulder	b, f+P
Hand Chop	uf+P
Back Knuckle	d+P+K
Mini-Drop Shoulder	b, f+P+K
Low Leg Smash	df+K
Lifting Knee	f+K
Mid-air Kick	uf+K
Moving Side Kick	df+K+M
Dancing Lunge	f+K+G
Rolling Kick	b, f+K+G
Punch Evade	P+M
Super Clothesline	f+P+M
Reverse Back Smash	P+K
Flashing Fist	f+P+K
Flying Knee Assault	f, f+K+G
High Attack Reverse	b+P+K
Mid Attack Reverse	db+P+K
Dashing Shoulder Assault	Dash+P+K
Grounded Elbow Strike (Opponent must be on floor)	d, U+P
Grounded Falling Elbow (Opponent must be on floor)	df+P
Grounded Elbow Smash (Opponent must be on floor)	u+P

Throwing Attacks	Method
Vertical Suplex	P+G
Body Smash	df+P+G
Rotating Swinger	b, f+P+G
Side On Suplex	d+P+K+G
Arm Lock Suplex	db+P+K+G
Body Drop	df+P+K+G
Falling Death	df, df+P+G
Wrist Screw	f, b+P+G
Arm Bar into Breaker	P+K+G
Arm Takedown	f, f+P+G
Wall Smash	f, b+P+G
Grab	f+P+G
Grab into Suplex	f+P+G, b+P+G
Grab into Punch Smash	f+P+G, db+P+G
Grab into Neck Crush	f+P+G, df+P+G
Grab into Power Smash	f+P+G, P+G
Grab into Stance Change	f+P+G, f+P+G
Grab into Stance Change into Suplex	f+P+G, f+P+G, b+P+G
Grab into Stance Change into Face Push	f+P+G, f+P+G, df+P+G
Grab into Stance Change into Palm Assault	f+P+G, f+P+G, f+P+G
Grab into Stance Change into Suplex	f+P+G, f+P+G, P+G
Super Smash	uf+P+G
Power Slam	df+P+G
Ground Grab	d+P+G
Arm Bar	b, f, b, f+P+G
Flash Suplex	b+P+G

[1] Many of Wolf's moves rely on brute force for their effectiveness – and he's got plenty of it! His moves aren't too tricky to master either. **[2]** A shoulder barge from a man like Wolf would be enough to put most of us in hospital for a week! Lion is a weaker character, so has real trouble. **[3]** Err... your face or mine?

7 Mid-air Kick uf+K

This move is not without risk, and you must be aware of this before you try and use it in a battle situation. The most important thing to remember is that if you miss with this move, or worse still it is blocked, you are going to be wide open to a counter-attack.

8 Rolling Kick b, f+K+G

This is deadly and one of the toughest moves in the game to block effectively when used at the right time. This move can be used from medium or long range which makes it the perfect weapon for a surprise strike, providing you don't over use it.

9 Punch Evade P+M

Wolf shoes us a different side, he sidesteps his foe before delivering a punch. This move works best as a 'wake-up call' for an opponent who thinks they have you on the back foot. As they move in for an attack simply use this move to avoid the attack.

10 Grab into Stance Change into Suplex f+P +G, f+P+G, P+G

This move is used to change your stance after you have performed the 'grab move' mentioned earlier in this top ten. This allows you to chain another throw on to the combo.

The House

CONTROLS

You'll need these controls to take out the armies of the undead!

- Move Firing Sight Around
- Fire Weapon
- Reload Weapon / Skip Cut scene
- Reload Weapon / Skip Cut scene
- Not Used
- Not Used
- Not Used
- Pause/unpause
- Not Used

essential information
Dreamcast solutions

The House Of The Dead 2

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Shoot-'em-up
Released	Out now

one-two players

light gun

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

ORIGINAL BONUS

Throughout this walkthrough you'll find Original Bonus boxes. These show you where the power-ups are hidden in the Original mode of the game. These power-ups aren't available in the other modes.

Hordes of the undead, oozing green goo and a deserted city – it's either a night out in Bournemouth or a great new game from Sega! Grab your gun and come with us as we take you through the game...

The House Of The Dead 2

LEVEL 01

A Prelude

Location: City Streets
Civilians Needed
For Life Bonus: Five

After receiving a garbled phone message from their colleague G about something happening in the city, Gary and James decide to investigate. Riding into the outskirts of the city in their car, there certainly seems to be something wrong – the streets are empty and the whole place is eerily quiet. As they head to their meeting with G, neither of them spot a strange creature watching them from above...

Area One

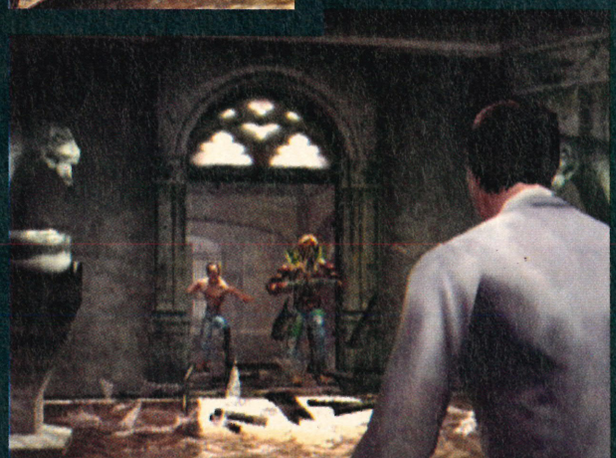
After the flying demon confronts you, take out the two Davids that stand in front of you as you leap out of your car then go for the distant Davids at the end of the street for extra points. As you turn left and enter the library, you'll be set upon by two more Davids – kill them and then watch out for the ambush from another David as you inspect the dead body. As you go further into the room, a David pops up from behind a table on the left while another one comes from the right. With those gone you can go and talk to G slumped at the end of the room.

ORIGINAL BONUS 2

After you enter the library, quickly shoot the candelabra on the ceiling to make a bonus item fall out. Take out the Davids and then pick up the bonus when the camera turns back to the middle of the room.

Area Two

After you get G's diary the window behind you will be smashed by a Johnny, followed closely by a David – get rid of the Johnny before he hits you with his axes before killing the David. You'll pass through the broken window, too late to save the civilian being attacked by a Johnny. Don't try to save him – just kill the Johnny and follow the camera left to the female civilian in distress. Watch for her stepping out from behind the pillar and aim carefully to blast the David that chases the poor girl out of the shadows.



awesome moment

Here's an intro that sets the tone perfectly – now don't be scared!

Of The Dead 2

Area Three

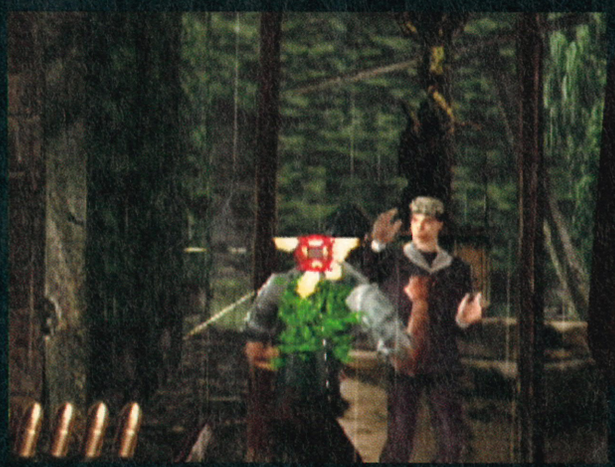
The female civilian points towards where she came from, asking you to save her friend. As the camera turns left, quickly kill the David closing in on the man in front of the well then prepare for two more – take out the one on the left first and then the right-hand one. When you saved the civilian you'll pass through the arch at the back to find another man who needs rescuing. Blast the David running out behind him then be ready for the Johnny and David that spring out to the left of you – kill them and then go through the gap in the wall ahead.

Area Four

Allowing either of the civilians to die forces you to pass through the large set of gates ahead – if the girl snuffs it, you'll also have three other zombies to get rid of before the gates open. Another three zombies will break down the gate to attack you so blast them all and head through the arch. Turning to face the

ORIGINAL BONUS 2

As the male civilian in front of the well falls to the floor to avoid the two Davids attacking him, shoot the bucket hanging over the well. You'll only get a chance to collect the bonus item that appears if you manage to save the man.



LIGHTGUN CONTROLS

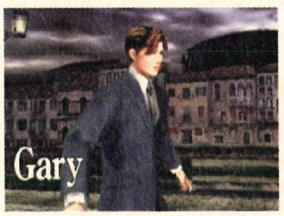
If you've got a gun, here are the controls!

- Fire Weapon / Reload Weapon (when pointing off-screen)
- Skip Cut scene
- Pause / Unpause
- Not Used

Bring Out Your Dead

THE HUMANS

No-one really knows what's going on in the city but you can be sure that the people sent in to find out are the best! Meet the heroes of the game, as well as some of the nasty creatures they can hope to encounter throughout the adventure...



Gary

The younger member of the team, Gary is the brains behind the investigation. He might not have the experience that James has but that doesn't mean he can't get to the bottom of whatever is going on!

James

A man of experience and courage, James has seen many nasty things in his time. He's certainly got nerves of steel but we doubt that anything can prepare him for what he's about to find out!

Harry and Amy

The 'father and daughter' pair of the game, Harry and Amy are two more members of the special unit assigned to investigate the occurrences in the city. They'll provide you with help whenever they can.

Goldman

A evil character through and through, Goldman is the one behind everything that is going on. He funded Curien's experiments in the first game and now he's back for more!

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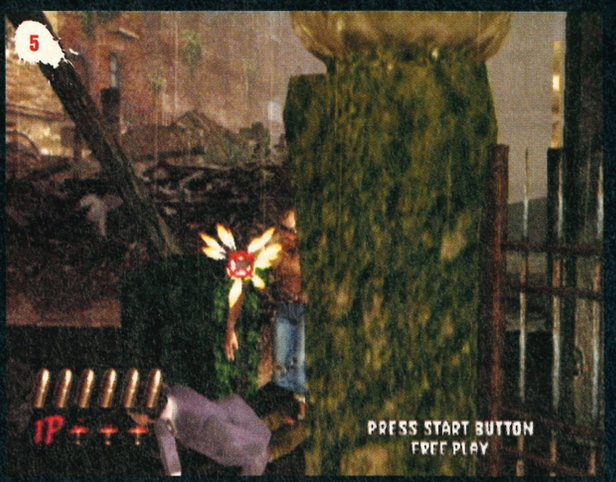


[1] Watch out – here come the Zombies! [2] These frogs can cause a real pain if you don't shoot them quickly. [3] Be ready for these two zombies as the camera whips round quickly to face them. [4] Blast the worms – now! [5] This civilian is quite easy to rescue as long as you take aim carefully and shoot quickly.

fountain on the right, take care of the four Frogs that leap out of the water and then the Johnny and David that face you before you can pass through the wooden door.

Area Five

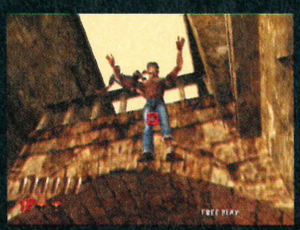
Whichever path you've taken through this level, you'll find G's bloodstains on the ground – clearly, G came from this direction and whatever it was that attacked him is up ahead. Just as you spot the blood, a grate will burst open and a swarm of Maggots will pour out. Blow all their heads off and then carry on down the path – if you've let any civilians die, a Max will also emerge from a doorway on the right. Watch out for the Johnny throwing axes down from above and then blast the two Ebitans that jump up in turn as you cross the bridge.

ORIGINAL BONUS 3

Immediately after blasting the two Ebitans on the bridge, the camera swings right and points at two jars against the wall on the right. Blow them open – most of the time, the second one contains a bonus item for you to collect.

Area Six

Just over the bridge, hold your fire as a young civilian bursts out a doorway on the left – get ready to shoot quickly though at the two Johnnys that chase him out as you can kill them easier before they start running towards you. Two Randys jump out a grating in the floor ahead – aim carefully as they move about quite a bit and can prove to be tough targets. There are a large group of zombies ahead to kill; two attack from below and then another three drop down from the bridge above so shoot them before they hit the ground. With the onslaught of zombies cleared, you'll spot a female civilian hanging onto the bridge ahead with a David threatening to crush her with a barrel. Shoot him quickly to prevent her from being hurt and then wait until she jumps down from the skip below to get rid of one last David jumping out from the right and save her. Once you've received a Life-Up from her, you'll turn left and head up the stairs, passing through the arch to the open street beyond.



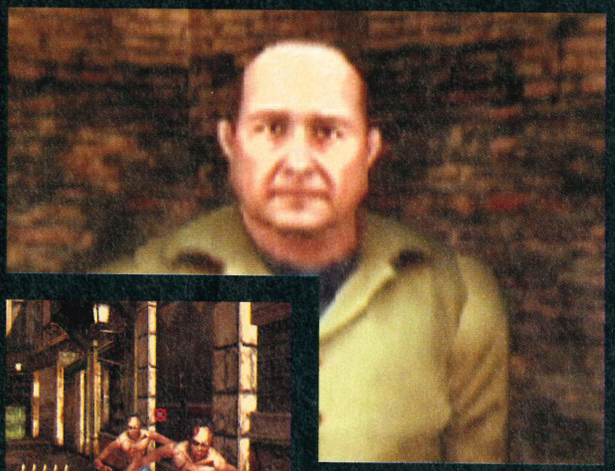
BOSS FIGHT Judgement Type 28

After another threat from that flying demon you met at the beginning of the level, you'll find out exactly what it was that nearly killed G! Judgement is a huge headless suit of armour carrying an axe the size of... well, a very large axe and going from his actions, he isn't going to stop until you're split in two! As you can tell from G's diary, you shouldn't be aiming for Judgement's body because his weak point isn't on him but rather on the demon controlling his actions.

Although you can try to shoot at the demon as it flies around the screen, the best time to hit it is when Judgement raises his axe to strike you – the demon hovers over his head for a second, giving you a clear shot at it. You'll need to hit it quickly because if you miss or pause for too long, Judgement will bring his axe crashing down on your head! The more times you hit the demon, the faster it will move about – concentrate your fire on Judgement's main body (you'll only do very small amounts of damage but there's a chance the demon will fly into the path of your fire) and then go for the demon as Judgement attacks.

When you've managed to hit the demon four or five times, Judgement will fall to the ground and you'll go into a one-on-one battle with the demon itself. It has three forms of attack, all of which involve it flying towards you – either bobbing up and down in the middle, dodging left and right in the middle or swerving in a wide arc to the left or right. You need to shoot it in mid-air before it slams into you and does you damage; if it does hit you though, you can shoot it straight afterwards when it hovers in front of you laughing. Try to track it with your sights as it flies in, particularly if it goes wide to the left or right – once you land three more hits, the demon will scream in pain before collapsing to the ground.

LEVEL 02



Muddy

Location: City Streets/ Sunset Bridge
Civilians Needed For Life Bonus: Five

With the death of Judgement, Gary and James are left with a few questions. What is going on here? Who is Goldman, the one mentioned by the demon as it died? Before they can think of any answers, Harry and Amy appear to help out.

Area One

The level opens with you spotting a car speeding down the street... and it's coming straight for you! You'll have to save the driver by blasting the zombie on the bonnet of his car – after he screeches to a halt, you'll move on. Quickly kill the two Davids that jump out of the van on the left and then move up the stairs on the right – as you continue, two Davids and a Johnny will clamber onto the roof of another van so shoot them to turn right down the street.

ORIGINAL BONUS 1

Just after you save the civilian in the car at the start, shoot the rear doors of the blue van to the right as his car swerves round. When the man has shown his gratitude, the camera will move left and you'll have a chance to collect the bonus.

Area Two

Not saving the driver of the car sends you through into the jewellery store where he crashed. Be ready to save the civilian being attacked by two Kageos on the left and then pass through the door at the rear to face two more Kageos. A pair of Randys follow them and then when you reach the end of the passage, there's a Max hiding in a alcove behind you. Turn back down the corridor and kill the David and Johnny ahead before saving another civilian from a Kageo in a room on the left. When you've spotted the trouble on Sunset Bridge, move into the back streets and kill the Johnny who comes through a doorway on the right.

Area Three

Turning the corner to the left, a Mickey will drop down to attack – blast him in mid-air and then move along to kill two Davids who pop out from the right. As you head down the stairs, wipe out the swarm of Murrers that appear and then watch for the Bob who tries to surprise you by jumping through the door. Kill the two owls that descend from above and blast the Mickey jumping down on the other side of the arch; there are two civilians just around the corner that are quite tough to save so go for the two zombie attackers quickly before they both die. After this, you'll move out onto the waterfront – you can save the girl behind the gates but it takes a little practice to shoot through the bars.

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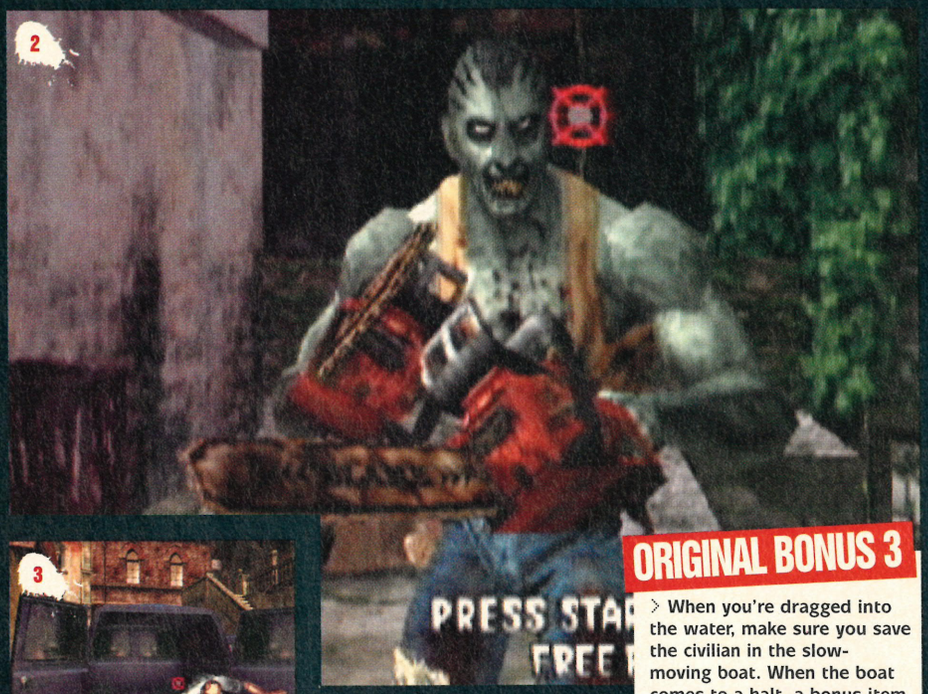


[1] It's best to go for head-shots against these Ebitans – they tend to attack from very close range. [2] With their twin chainsaws, Max zombies are NOT nice people to come across! [3] Think fast; the back of the van springs open and two David zombies jump out to try and tear you to pieces!

Area Four

If you don't save the girl, the camera turns around – kill the group of Ebitans that emerge from the canal before moving along a little to face another group. As you enter the arch to the left, kill the David that appears and then save the civilian across the bridge from the Johnny that's chasing her through the door. Blast the two Ebitans that jump out of the canal from the left and then wait for two more Ebitans to drag you into the water before blasting them. Make your way through the canal, killing the piranhas who attack you and then blowing away the Johnny who appears from the left.

ORIGINAL BONUS 2

> **If you manage to save both the old civilians from the oncoming zombies, the old man will present you with a bonus item as a reward.**

Area Five

A little further along the canal, two Davids will drop down into the water to attack you. Kill them and then save the civilian in the boat that drifts in from the right – the Ebitan that is attacking him is quite easy to kill. Walk round the boat and blast another Ebitan then climb the ladder out of the water and kill the Max who attacks from the right. Just ahead is Harry and Amy who are having problems of their own – as you approach them, kill the David who appears on the right and then move forwards to take on the Hierophant.

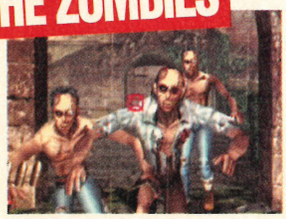
ORIGINAL BONUS 3

> **When you're dragged into the water, make sure you save the civilian in the slow-moving boat. When the boat comes to a halt, a bonus item will fly up from the rear of it – you'll have to shoot it quickly before it falls back into the boat!**

Area Six

When you rescue the girl behind the gate, she'll tell you the directions to Sunset Bridge. Move through the chamber, killing the Bob that breaks

THE ZOMBIES



David

The most common zombie in the game, David isn't really a zombie – he's one of city people gone bad. Mutated by Curien's chemicals, he's only after one thing... your blood!

Johnny

Another result of the city being infected, Johnny has mutated into a pure killing machine. With his twin axes in hand, he's all ready to carve you up!

Randy

Long claws on each hand, a metal mask to protect his head... Randy is one zombie you don't want to mess with. He usually hunts with friends so be prepared for a tough fight!

Max

If it's horrible mutations that you're after, they don't come much more horrible than this. Armed with a pair of chainsaws, don't be surprised if you lose an arm along the way!

Bob

Don't call him a gimp – that'll only make him angry! Bob has a thing for leather but that doesn't hold back his taste for human flesh. Beware of the fat boy!

Ken

Wise to the fact that the best way to kill a zombie is a head-shot, Ken wears his designer mask to keep him safe. Don't just stand there – blast it off!

Ebitan

Living underwater hasn't done much for Ebitan's complexion. His slime-covered body tends to petrify people long enough for him to get his hands on them!

Kageo

There isn't much of him but don't let that fool you – he's dangerous! The original zombie from the Curien Incident, he's fast and vicious... a real monster!

Mickey

A little bit too nimble for his own good, Mickey is an expert with knives. After leaping around for a bit he'll try to bury one of them in your head so watch out!

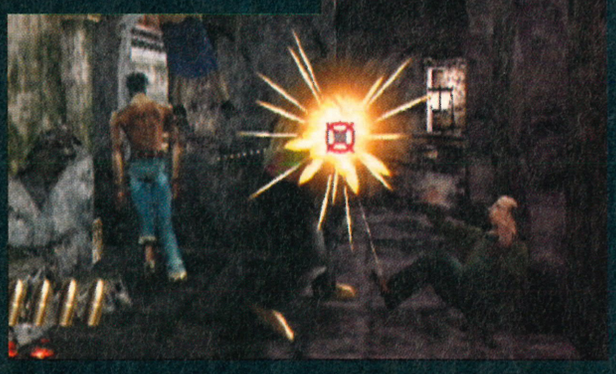
Peter

He might look much like John Hurt but he must have seen Alien a dozen times! If you leave Peter for too long, he'll shoot a nasty worm at you out of his chest... ooh, nasty!

through the barrels and then passing through the wooden door and blowing away the three Demi-Kageos that come through the lower half of the door ahead. In the store room, watch out for the three Kageos attacking from the right as well as the Max bursting through the shelves on the left and the Randys in the boxes around the corner. The camera moves right (unless you decide to shoot the fragile-looking cabinet on the left of the door ahead) and through a door in a shallow water-filled room. Three Demi-Kageos attack from the front as well as a shoal of piranha fish before you pass through the door on the left.

ORIGINAL BONUS 4

You can't really miss it – the bonus item is sitting in the water on the far right as you enter the room to the right of the cabinet.



Area Seven

Quickly kill the Kageo waiting on the other side of the door and then move through the passage to the waterfront. Blast the Johnny and Davids by the bridge and then cross the walkway to the other side of the canal. There's a civilian on the other side of a window ahead – if you manage to save her from the Johnny and David bearing down on her from behind, she'll come out and give you a Life-Up pack; if not, you'll be attacked by another David. Watch out for the three Ebitans jumping out of the canal as you turn the corner on the left; when two more have jumped up and pulled you into the canal with them, blow them away too. A boat approaches from the left carrying a Bob, David and Johnny – start shooting immediately and you can get rid of them before they leap into the water to get you. There's one more Ebitan to kill before you can climb out of the canal and head down towards Sunset Bridge but watch out for the Max bursting through the doors on the right.

Area Eight

Blasting the cabinet reveals another passage – kill the Kageo who appears from the left and then enter the door at the side. There are another two Kageos hiding behind the door so shoot them when the camera turns right and then get rid of the group of Slithers that hangs from the ceiling behind you. Out of the door ahead you'll find a civilian in danger – kill the Kageo attacking him and then take care of the Bob standing to the right. Move down the passage to the left and kill the two Ebitans and a Bob who arrive on the walkway on a boat before running along and over the bridge to the other side. Save the civilian from the pursuing Johnny and then quickly take care of the Max who bursts through the doors on the left.

Area Nine

As you turn the corner, kill the Johnny who appears in a window above before he can throw axes before walking down the steps into the shallow water. Blast the piranhas and then turn another corner to face a large group of Ebitans who jump out of the canal. When they die, head up the stairs and blast the two barrels before they're thrown at you – climb the steps a little further to find the two Bobs who were carrying them. Blow them away and move forwards, taking care of the four feasting zombies and then turn left onto the bridge to meet the Hierophant.

Area Ten

As you climb the stairs into the upper street section, a Mickey jumps in from above to welcome you – blast him in the air before he lands on you. When he dies, two Randys burst out of a window to the left so be ready as they can prove a little tricky. Watch for the owls from above and then blast the two Davids around the corner to save a

ORIGINAL BONUS 5

When you enter this back street alley, saving the civilian there will cause him to give you a bonus item.

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[1] If you save the civilian from the Johnny, you'll also need to fend off the attacking Max that follows! [2] Watch out for the axes being thrown down by the Johnny from above. [3] More Ebitans... ewwww! [4] The Bobs near the bridge can be tough to kill!

civilian behind the door. The Johnny on the balcony above needs to be killed quickly before he can throw his axes at you and then there are two more owls to blast before running down the stairs to the walkway below. Two Mickeys jump down to block your way after which there's a key on the floor by a dead body – shoot it to pass through the gates ahead. Blast the Bob with the barrel on the right and then be ready to save a child civilian who runs out, being chased by another Bob. When he's saved, run into the store on the right and kill the two Kageo in front of you before turning left – shoot the lock once to open the door and then kill the Kageo who is about to attack the civilian.

ORIGINAL BONUS 6

> Move down the narrow street and kill the Mickey that drops from the rooftops then blast the doorway at the far end of the passage – if you're using bullets of 1.5 calibre or more, it'll open. When the two Randys that jump out are dead, a man will appear and give you a really great bonus item!

Area Eleven

Not shooting the key forces the camera left to face the clock tower – blast the two Randys that drop from above and then venture inside. There's a huge group of Kageos to blast on the left as well as nasty Slithers hanging on a cog to the right. Climb the stairs but be ready to save the civilian on the central section that's under attack from a Johnny. There's also a Max waiting for you at the top before you clamber down the ladder to the area below. Save the civilian from the Kageo on the left and then head through the gates to the canal walkway beyond.

Area Twelve

Not saving the child civilian from the Bob sends you through a door into the house on the left. There are two more civilians here to save – a girl being attacked by a Kageo on the left and a boy with three Demi-Kageos bearing down on him. Whether you save them or let them die, you'll turn left to face two more Demi-Kageos before heading through the door at the side into another room. Watch for the Randys coming through the door on the left and the Bob ahead before going outside and facing a Mickey. The camera will now move inside the tower and you'll enter a lift that takes you up.

ORIGINAL BONUS 7

After climbing the stairs to the top of the clock tower, kill the Max and quickly shoot the box behind him to reveal a bonus item. You'll have to collect it quickly before the camera swings to the left!

Area Thirteen

At the top of the lift, you'll find three Davids waiting for you – blast them and get the Johnny that appears after them. In the first pillar room you'll have to deal with a swarm of Murrers that come from the side as well as a Man that quickly follows; after this is a corridor where two Randys jump in through the window. Further down the corridor into the next room, there are two Kageos waiting for you – kill them and then climb down the ladder, taking out the two Ebitans at the bottom before facing the Hierophant.

ORIGINAL BONUS 8

> As you enter the room, quickly shoot the rat on the floor before the Kageos jump out. When they're dead, the rat will lead you right into an area with a bonus item in it.

BOSS FIGHT Hierophant (Type B OS)

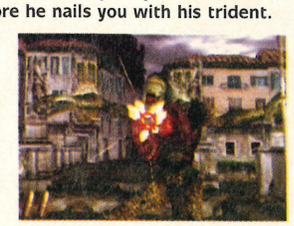
Wooden Walkways Location

> This can a tricky fight, if only because of the close proximity of the creature. You'll need to keep shooting Hierophant in the heart when his chest opens to hurt him – if you miss, he'll keep getting closer to you until he can strike with his trident so keep hitting him to keep him at bay. Once you've done him some damage, he'll start to spin his trident around and summon a shoal of piranha fish who attack from all sides. You'll need to try and shoot his chest as he sways from side to side as well as shooting the fish who leap up to attack you – this can prove a little difficult. When you've hurt him some more or he has called forth three waves of fish, Hierophant will go for his last attack. Watch for him jumping up into the air and trying to come down on your head with his trident – to stop him, you'll have to shoot his heart while he's in the air although his chest still opens and closes which can make it tricky. If you miss, you'll have a chance to hurt him when he stops to laugh at you; of course, this also means you'll have lost some life! Eventually, you'll blast him enough to send him crashing to the floor and back to the deep where he belongs.

BOSS FIGHT Hierophant (Type B OS)

Sunset Bridge Location

> This fight is similar to the one on the wooden walkways except that the location gives Hierophant a bit more of an advantage over you. However, Sunset Bridge also makes taking on the monster somewhat easier for a number of reasons. Firstly, as long as you keep shooting his heart the Hierophant stays much further away from you meaning it's harder for him to hit you. He's also a sitting duck when he calls forth the piranhas to attack you – instead of standing still he jumps into the water below, allowing you to shoot down from above. However, Hierophant's jumping attacks are a little tougher to counter due to the fact that he doesn't always attack from the front. When he dives off the bridge, James (or Gary) will shout which direction he's going to come from – quickly aim and shoot to knock him out of the air before he nails you with his trident.



Area Fourteen

Not shooting the lock on the door forces you to head right to face three Demi-Kageos who burst through the door to the side. Blast them and run through the door to face two Kageos followed by a Max who emerges from the door at the far end. When they're all dead, you'll go left through a door and down a flight of stairs.

Area Fifteen

After you've saved the civilian from the Kageo, you'll enter the room beyond – kill the four Murrers who attack from under the rug as well as the Demi-Kageos who drop in through a vent in the wall. You'll then head through the door on the left and down the stairs to the back street below.

The House Of The Dead 2

LEVEL 03

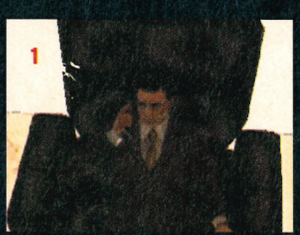
Darkness

Location: Canal/ Underground Passage
Civilians Needed For Life Bonus: Three

› **The only way to reach the other side of the city now that the bridges are out is by boat.** Luckily Harry and Amy have managed to get hold of one so Gary and James jump in – Goldman's behind everything that's going on so they head for his headquarters.

Area One

Fighting the Hierophant on the wooden walkways leads you to the left-hand side of the canal. As you pass through the gates, blast the two Ebitans that jump out in turn at you from the water and then kill the two Davids that drop down from the bridge above one after the other. Suddenly, a speedboat races around the corner – this is your only chance to save the civilian on board from the Bob attacking him because by the time it turns away from you, the Joe on the back of the boat will block your line of sight. Kill the Joe and then watch for the Johnny landing on the front of your boat as you chat to the civilian. Shoot another two Johnnys on a walkway above the gate and then head through the now-open waterway.



[5] This close-up attack from a Johnny can be quite tough to fend off so shoot quickly to get rid of him. [6] Taking on large groups of Ebitans might be bit hard – go for each zombie as it attacks. [7] It's a good job that Harry and Amy managed to get hold of this boat or you'd never make it down the canal!

Area Two

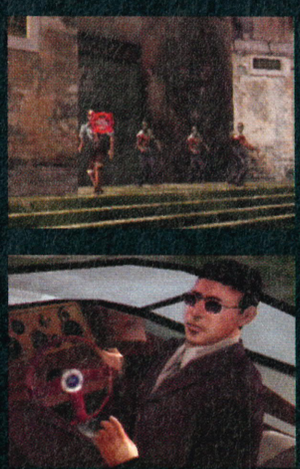
Moving past a walkway on the left, kill the line of zombies along it as you move past so that they don't all attack at once. Be careful of the large swarm of Ebitans hanging about in the water to the right as they can prove hazardous to your health and then quickly shoot the two Bobs on the bridge on the left ready to throw a couple of barrels in your direction. Kill the three piranhas behind the boat and then take the boat along the canal to the next dock – watch for the David in the middle surrounded by a pair of stronger Bobs. With these three dead, the boat turns the corner and pulls up alongside a stone dock to the right.

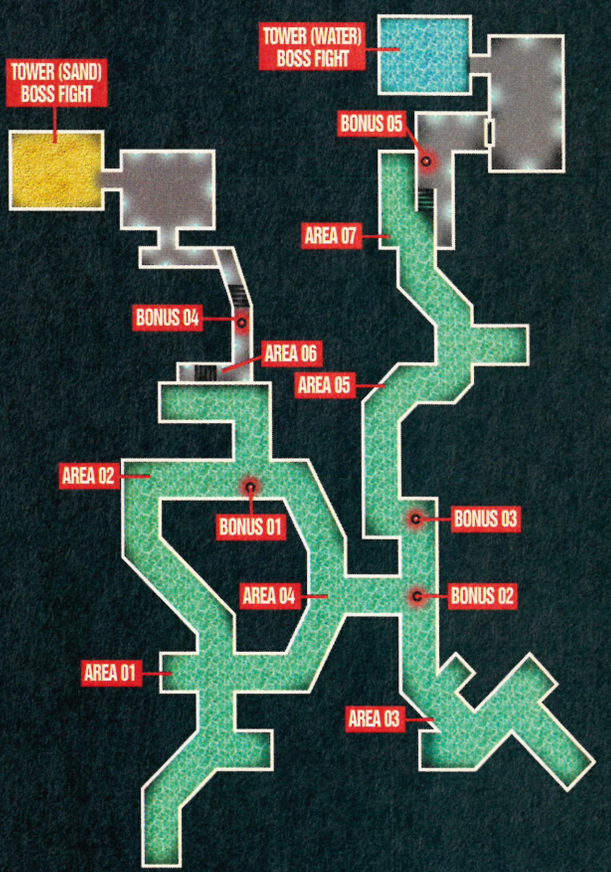
Area Three

If you fought the Hierophant on Sunset Bridge, you'll enter the canal from the right-hand side. Move through the gates and blow off the heads of the three Ebitans in the water to the side. As the boat continues along, you'll pass under a bridge from which a David will drop down and try to kick you – kill him before he has a chance to. A little further on, a Johnny stands high on the left throwing axes down you; when he dies there are two owls to take out and then you'll turn right, where there's a civilian to save if you can kill the two Ebitans going for him in time. Watch for the Ebitan leaping from the water as you pass under the bridge as well as the Bob who throws a barrel at you if you don't shoot him in time. Turning around, blast the two Ebitans and the shoal of piranha in the water then swivel round to face the oncoming speedboat. You'll need a good aim to prevent the Ebitan from killing the civilian on board and be able to go straight on – if he dies then you'll head left past another civilian being attacked by a pair of Ebitans and another group of Piranhas.

ORIGINAL BONUS 1

› **As you head down the canal and the camera whips round to face the three oncoming piranha fish, quickly shoot the door in the background. It'll fly open and reveal a bonus item – usually a Ray-Gun. Collect it quickly before the piranha attack!**





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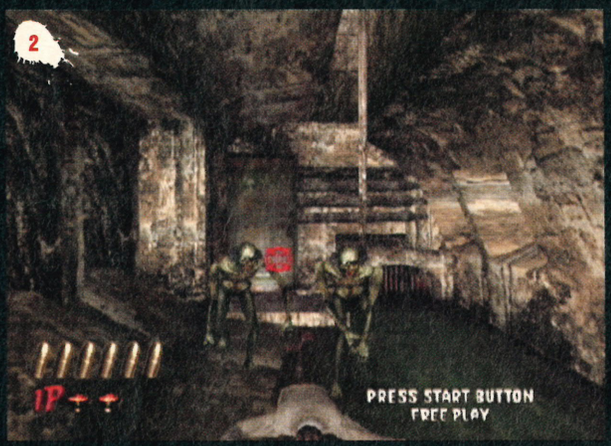
[1] Ebitans don't look any nicer close-up than they do from a distance! [2] Blast the two Kaego before they get the civilian! [3] Two Bobs drop from above so watch out! [4] You can blast the Ebitans in the water before they have chance to attack. [5] Possibly the worst enemy in the game, these owls are a real nightmare. Blast them out of the sky!



Area Four

If you fail to save the man in the speedboat, you'll turn right and move past the control room for the watergate – quickly kill the Kageos and Johnny that emerge from it. Look into the water to face two more Ebitans to kill then act quickly to save the civilian floating in the water by blasting the Ebitans attacking him. Kill the piranhas behind you and then move forwards, blasting the Ebitan who tries to jump at you from the water and the two other Ebitans trying to sneak up on the bow of the boat.

Area Five

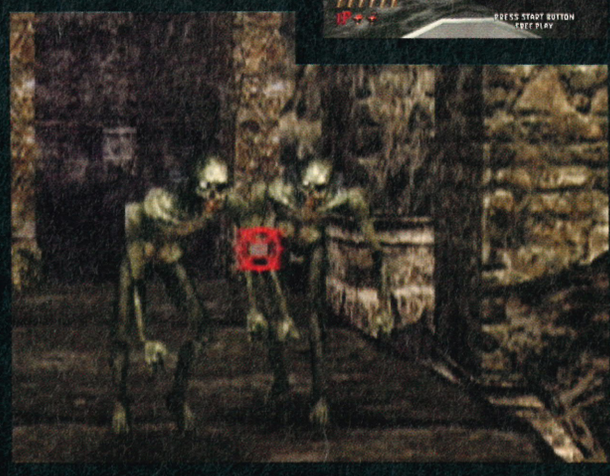
Turning away from the garage, you'll move back to the left and find a civilian to save in the distance – aim carefully and take out the David as it advances on her from the right. As the camera moves back to the right, watch for the Johnny on the walkway, throwing axes at you and then follow the boat under the bridge, killing any of the bats that fly past you out of the passage. Upon entering the archway a group of bats attack you so kill them as they fly towards you before reaching the end of the canal.

Area Six

When you leave the boat you'll pass through an archway into an underground passage. Blow away the three Kageos waiting for you inside the arch and then watch out for the bats that descend from above to get you. Moving down the passage further, shoot the two Bobs that jump out from the left and head down the steps behind them – save the civilian by blasting the two Kageos as he falls down and then move into the next chamber to find out what it is that's been eating his friends!

Area Seven

As the boat pulls into the underground dock, you'll jump off to face a small group of Kageo standing there. Kill them all before they know what hit them and then follow the camera as it turns left along the stone walkway. You'll spot a civilian in the distance being chased by two Kageo – if you wait until he falls to the ground, you'll have a clear shot at both of them. When the man is safe (or not), you'll pass into the next chamber to face Tower.



ORIGINAL BONUS 2

> **Once the speedboat has raced past and you've rescued the man being attacked by the Ebitan, wait for Amy to finish her phone call and then check the back of the boat. You'll only have a few moments to grab the rather tasty item sitting on the back of it!**

ORIGINAL BONUS 3

> **Watch the garage door open on the right to reveal the gang of zombies and then blast the Johnny and David on the right. Behind them on the floor are some boxes, one of which contains a bonus item. Be careful of the Joe attacking from the right though!**

ORIGINAL BONUS 4

> **As you make your way past the group of Kageo down the underground passage, blast the box that's sticking out from the staircase on the right. Once you've disposed of the two Bobs, the camera will turn right and allow you to collect the bonus item that you've revealed.**

ORIGINAL BONUS 5

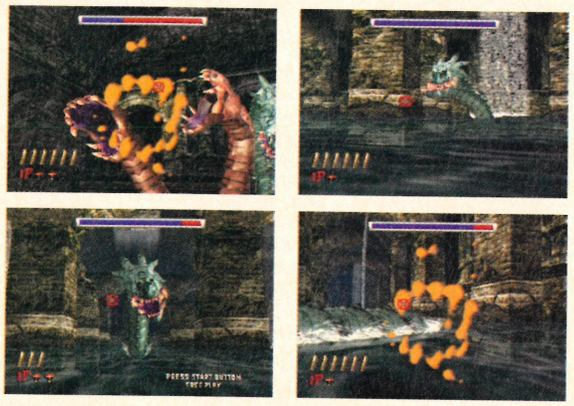
> **Get rid of the three Kageo on the walkway in the underground passage and follow the path round to the civilian being chased by another two Kageo. Just on the left of the fallen innocent lies a bonus item to collect – pick it up before the man is killed!**

BOSS FIGHT Tower (Type 8000)

Water Passage Location

› The boss fight against Tower is split into two sections – no matter which direction you take through this level, the first stage is exactly the same. You'll have five snake-like heads in front of you, one of which is blue. Ignore this head as it won't attack you (yet!); watch the other heads instead. You can shoot any of the heads and cause damage as long as their mouths are open – however, you'll probably want to blast the head with a glowing ring around it as this means it's about to strike! Shoot it in the mouth to prevent it from hitting you and then keep your eyes open for the next attacking head. Each head will require three to four hits to kill it so try to attack the oncoming heads rather than the ones that pose no threat.

Once all the snakes are dead, the blue serpent will slither off; you'll chase after him into the Water Passage for the second section of the fight. The fact that the room is full of water makes spotting Tower's attacks easier as he floats on the surface – you'll have more chance to hit him as his attacks come from further away. The downside to all this is that the water gives Tower more room to move and his attacks move all over the place. He swims in and out of the pillars until eventually coming straight at you, fangs drawn. You'll have to shoot him two or three times in the mouth to stop him from attacking each time around – if you don't, he'll bite you and swim around for another strike. Keep hitting him in the mouth when he attacks and Tower will soon be no more.



BOSS FIGHT Tower (Type 8000)

Sand Passage Location

› As mentioned, the first section of this fight is identical to the one fought in the Water Passage. However, taking on the second stage of Tower in the Sand Passage is a little different simply because you're fighting in sand. The good news is that Tower doesn't have as much freedom of movement through the sand so most of his attacks come in a straight line. The bad news is that it's a bit harder to spot where Tower is coming from because he's buried in the sand right until he strikes! Watch for where the sand rises and then aim carefully to hit him in the mouth before he bites you.

The House Of The Dead 2

LEVEL 04

Despair

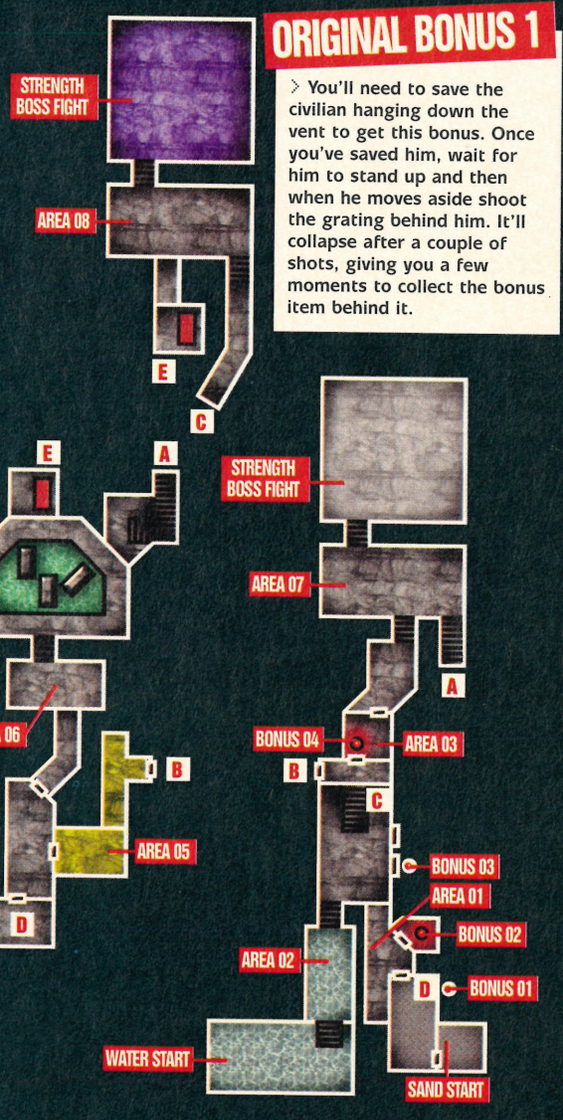
Location: Coliseum
Civilians Needed
For Life Bonus: Three

› **As Tower dies, Gary suddenly receives a call on his mobile phone.** It's Amy but she doesn't sound happy to speak to Gary – in fact, she seems to be in some sort of trouble. Gunshots sound and then the phone goes dead. Get to the Coliseum quickly!

Area One

If your fight with Tower in the last stage took place in the Sand Passage, you'll begin your onslaught on the Coliseum in the underground walkways. As you head down the metal walkway, three Kens will come towards you. Once they've gone, two Randys will drop in through a tube at the side – another will follow once you've got rid of these, followed closely by a Lizard trying to land on you from the ceiling. When the way is clear, you'll have the chance to save a civilian in the vent ahead; there's a Kageo hanging from his leg that

threatens to drag him down if you don't quickly blast it. When the man is safe you'll pass through the door on the left, blasting the Ken and Kageo waiting for you before climbing the stairs. The two Gregorys here will block your shots with their swords so go for their legs and then use head-shots when they drop their guard. Two more Lizards appear on the pipe above so kill them and pass through the door ahead.



ORIGINAL BONUS 1

› **You'll need to save the civilian hanging down the vent to get this bonus. Once you've saved him, wait for him to stand up and then when he moves aside shoot the grating behind him. It'll collapse after a couple of shots, giving you a few moments to collect the bonus item behind it.**

Area Two

People who fought Tower in the Water Passage will get to head for the Coliseum through the waterfall caverns. As you approach the ruins, three Kageos leap down to get you. Blast through them and climb the stairs to meet a Ken and two more Kageos – with these destroyed, a Mickey runs out from under the waterfall to

ORIGINAL BONUS 2

› **When you enter the area with the two Gregory zombies, shoot quickly at the iron gates in the background to the right. If you're using bullets of 1.5 calibre or higher, they'll fly open and you can collect the bonus item hiding behind them when the camera moves past.**

continued ›

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attack. Shoot his knives out of the air and kill him quickly then move forwards to take on a group of bats attacking from a cavern above. Move down the stairs and you'll be able to rescue a civilian being held at point-blank range by a Kageo. Aim carefully to save him and get rid of the Ken in the cell to the right.

Area Three

As you turn back to the stairs, two Lizards drop in from above. Kill them as they slide down the stairs and then run up to the top where another civilian awaits. You'll have to quickly blast the Kageo hanging onto his leg to prevent the civilian being dragged down the vent shaft so make sure your aim is

accurate. The camera heads back to face two more Lizards hanging from the ceiling – blow them off the pipe into the trench on the left and then turn right to kill the Gregory and Kageo emerging from the side passage. There's another two Lizards to shoot before heading through the door, on the other side of which waits two Kens and a Kageo. Shoot them from left to right and then move forwards and kill the swarm of bats that flood down the stairway ahead.

Area Four

On the other side of the door is a civilian being held by a Kageo – there's also a cell to the right containing another Kageo and a Ken. If you manage to save the civilian you'll get a Life-Up pack, at which point the camera moves left and down a short flight of

steps into a tunnel. There is a pair of Lizards here to kill; when they die you'll also meet a Gregory and a Kageo a little further down the passage.

Area Five

If you fail to either of the civilians hanging down the vent shafts, you'll wind up in this lower tunnel area. Move forwards and kill the point-blank Kageo then turn to face another Kageo and a Ken – a second Ken waits for you in the passage outside. Blast the bats that fly in through a gap in the ceiling before taking out the Gregory on the left. As you move down the stairs to the pond area below, two Lizards try to stop you.

Area Six

Move over the fallen pillars to spot a civilian in trouble. If you manage to save him (which is quite tough) then you'll go right into a new chamber – there's a Ken and Kageo waiting inside as well as two Lizards trying to prevent you climbing the stairs. Letting the civilian die forces you into a room on the left where you'll need to kill the Ken and Kageo blocking your way to the lift behind them.

Area Seven

Entering the ruins from the central area moves the camera right to save a civilian – blast the Kageo advancing on him before killing the Gregory coming for you. As you turn around and head for the Coliseum, two Mickeys and a Kageo jump out from the right so blow the two knife-throwers away first before running up the stairs into the main arena. If you crossed the pond and climbed the stairs to reach this area, you'll find the civilian is already dead so you'll just have to kill the Gregory and Kageo waiting for you. Turn around and kill the two Mickeys that come in from the right before moving up the stairs to face Strength in the daylight area.

Area Eight

If you enter this section from the tunnel on the right, you'll turn left through this ruined section and face three Kens who come running out from a side passage. If you've used the lift to reach this section of the level, you'll need to blow away two Kens at the top as well as a Gregory and a Kageo who attack from the left as you enter the ruins. The same three Kens attack from the side passage before you climb the stairs ahead to find Harry and Amy in the twilight area.

ORIGINAL BONUS 3

> No matter which way you enter this section, check out the boxes sitting in the back of the first cell where the civilian is being held by the Kageo. Most of the time, the far right box contains a bonus item – blow it open and collect it quickly!

ORIGINAL BONUS 4

> When you blow away the two Lizards crawling along the top of the pipe just after the vent shaft, they'll fall down to the floor and into a shallow trench on the left. As soon as they fall, be ready to look at the far wall of the trench as there is often a bonus item sitting on it – you'll only get a brief moment to shoot it though!

BOSS FIGHT Strength (Type 205)

Daylight Coliseum/Twilight Coliseum Locations

> The fight against Strength is exactly the same no matter which version of the Coliseum you enter – the only difference is that one is set during the daytime while the other takes part at night with lots of floodlights illuminating the area. This is a tricky fight simply because Strength is a bit of a mentalist and moves like a hyperactive child who has scoffed several Mars Bar sandwiches! Here comes the pain, baby...

There's only one place that you can hit Strength to hurt him and that's his head. Problem is, most of the time he's covering it up with his big power chainsaw! He's a bit nippy on his feet and will try to rush you at every opportunity to slash you with the saw so use his staggering steps to take aim on his head. Keep firing at one central spot rapidly so that as his sawblade moves from side to side, you'll have a chance to shoot his head. When you hit him he'll reel from the impact, allowing you to get a bit of distance between you and Strength.

Of course, he's got a few more tricks up his sleeve to catch you out. Watch for him disappearing behind the walls as you turn the corners of the Coliseum – this is a sign that he's up to something. When he does, Strength will then reappear in one of two locations; either right next to you to the side (smashing through any walls in the way if he has to!) or on top of the wall, ready to jump down. In either case, you'll only have a few moments to shoot him in the head before he strikes you – in the case of him jumping down, you'll need to blast him as he drops or he'll land the blow when he hits the ground. Eventually when you've worn him down to the last few drops of energy he'll go mental, thrashing about like crazy. This makes him especially hard to hit – concentrate on a central point again to lay in the last few hits and bring him crashing to his knees.

The House Of The Dead 2

LEVEL 05

Dawn

Location: Point A0063
Civilians Needed
For Life Bonus: N/A

› After rescuing Harry and Amy from the clutches of Strength and his power chainsaw, Gary and James decide to go after Goldman himself – things have gone too far. Harry gives them the keys to his car; however, they'll have to cross Point A0063 to find it...

Area One

As you make your way along to Point A0063 where Harry's car is parked, a garage door flies open on the right to release three Joes. Blow them away and then be ready for the Peter that hides in the small garage on the left. Two more Joes burst out of the van so take them out quickly as they require a few more hits than the normal zombie. The camera moves right to face Harry's car when a Peter pops up to the side – blast it to prevent the worm inside from hurting you and then watch for the two Joes and a Mickey waiting for you by the car itself.

Area Two

Boss Rematch – Judgement

Jumping in Harry's car and driving towards Goldman's Headquarters, the windscreen is suddenly smashed by something familiar... it's the flying demon from the city outskirts! He's back but he's not alone – Judgement has come with him and this time he's angry! In reality, this fight is no different from the one you had at the end of the first chapter. Keep your fire concentrated on the chest area of Judgement, going for the demon as the armour goes to attack if it didn't fly into your

line of fire. Train your sights on the demon after Judgement falls and take it out quickly – when it dies, you'll be able to drive on.

Area Three

Making your way onto the suspension bridge, a flashy sports car speeds up next to you... driven by a group of zombies! Shoot the Joe on the bonnet in the legs to knock him under the wheels and move along the cars to spot another two Joes sitting in the car. Shoot them quickly as the point-blank range make it possible for them to strike you with ease. After they're dead, the car crashes into the barrier and bursts into flames (whether you shoot the driver or not). The camera turns back to the left, just in time to catch two Cyber-Blades teleporting in and landing on your bonnet! It's easy to get a head shot as they're so close but sometimes they don't even hit you if you miss them so don't go crazy.

Area Four

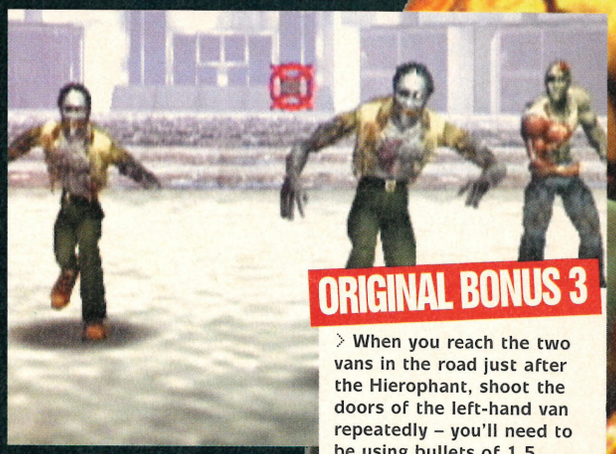
Boss Rematch – Hierophant

Nothing but open road ahead now, eh? Well, think again – just as you clear the way of zombies, the road in front of you explodes as something appears from the river below... the Hierophant is back! Again, the battle is pretty similar to the one in chapter two although he doesn't drop into the water and send piranhas to attack you. He's quite a bit weaker than last time and so

takes fewer hits to kill but this doesn't make him any less dangerous so watch out! Keep hitting him to force him away from you and make him unable to hit you with his trident. When he starts jumping high (he only comes from the middle, not from the sides) fire near the top of the screen – you'll need to shoot him out of the sky before he comes down and stabs you in the head!

Area Five

When the Hierophant is gone, the car will move around the hole in the bridge and carry on along the road. Up ahead wait a large group of zombies, all made up of Joes – kill them all but watch out for the two Peters that leap out of the van on the right after all the zombies are dead. Swerving the car between the vans, you'll have to blast two more Cyber-Blades landing on the front of your car as you move



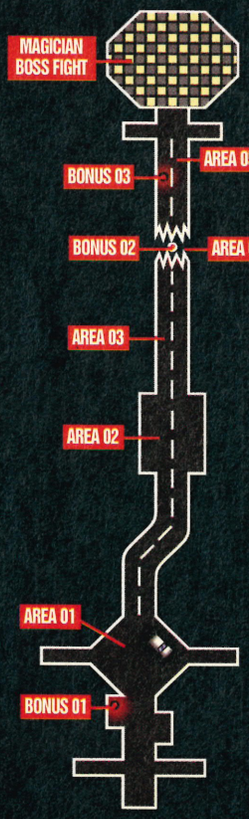
down the road. After the car rams through a metal fence blocking the road, you'll be faced with the last group of zombies on this level – get rid of the Joes first before taking care of the Peters who require less hits to kill.

ORIGINAL BONUS 1

› When the camera pans left to face the small garage with the van inside, take care of the left-hand Joe that jumps through the doors and quickly look behind him. In the back of the van lies a bonus item – shoot it immediately so you can stop the right-hand Joe from hitting you.

ORIGINAL BONUS 2

› As your car speeds down the bridge towards your second meeting with the Hierophant, you'll be able to make out a bonus item sitting in the road far ahead. To collect it you'll have to be incredibly precise with your aiming – by the time it gets close, the section of road it sits on explodes to make way for the Hierophant to make his entrance.



ORIGINAL BONUS 3

› When you reach the two vans in the road just after the Hierophant, shoot the doors of the left-hand van repeatedly – you'll need to be using bullets of 1.5 calibre or higher to make them open. Once all the zombies in this area are dead, the camera will pan left and you'll have a chance to collect the item inside. Be lucky – this is the only place where you can get the 'Infinite Credits' bonus!

BOSS FIGHT Magician Type 0

Outside Goldman's Headquarters

› Finally, you've reached Goldman's Headquarters. All kinds of nasty things could be going on inside but unfortunately you're not going to get a chance to find out – suddenly there's an explosion from high above and a familiar figure drops down in front of you. It's... the Magician! But wasn't he destroyed when the 'Curien Incident' was dealt with? Obviously not!

Thankfully, Magician isn't quite as tough as he was all that time ago. G's diary shows that his weak-points still lie in the same place – even though his body is covered in armour, you can still reach his frail inner body through the gaps on his lower left arm, upper left leg and lower right leg. Just in case you can spot these points, they glow red at regular intervals.

After threatening you, Magician will go for his first attack. He'll turn around full circle and throw out a cluster of fireballs at you that you'll have to shoot if you don't want them to hit you. To hurt him, it's best to aim at his weak-points as he turns – the biggest and therefore most vulnerable is the one on his upper left leg. He'll keep using this attack until you've hit him around ten times.

His next attack is possibly his most dangerous; Magician's shadows will turn from blue to red and he'll move very quickly around the screen before flying at you with a fireball in his hand. The only way to stop him from hitting you is to shoot him on his weak-points as he comes towards you – this can be quite tough due to the speed he's moving at, but the one on his upper left leg is still the best bet. Once you've stopped him four or five times he'll repeat these first two attacks.

When you've stopped him in his tracks twice more it's time for his final attack. Magician flies up into the air and raises his arms before firing a large cluster of fireballs into the air. Before he shoots the fireballs is the best time for you to shoot his weak-points as they are open and don't move – however when the fireballs fly into the air, you'll need to blast the central ones to prevent them falling on your head. Keep peppering him with bullets when he powers up his shots and try not to let any fireballs hit you; eventually Magician will die and you'll be able to get into Goldman's Headquarters.

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The House Of The Dead 2

LEVEL 06

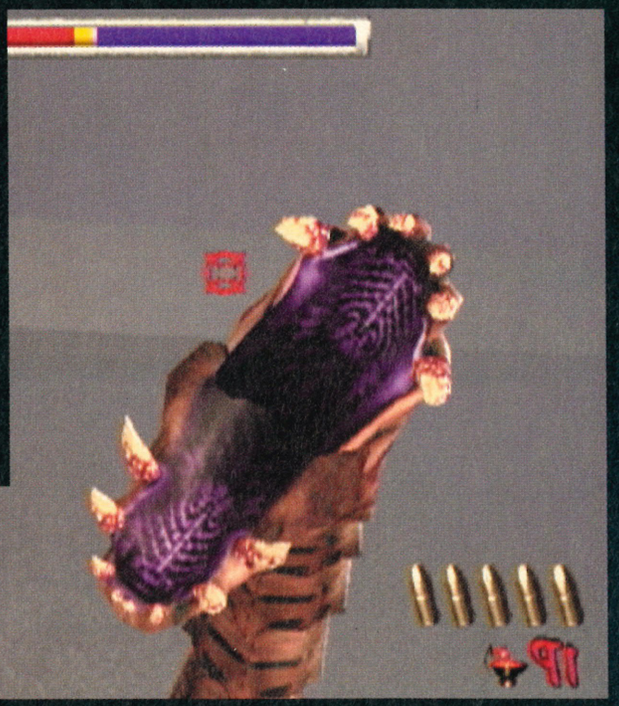
Original Sin

Location: Goldman's Headquarters
Civilians Needed
For Life Bonus: N/A

This is it – the final assault on Goldman's Headquarters. Strangely, Gary and James find getting inside very easy; there doesn't seem to be any resistance. In fact, it's as if they're being invited in to face the horrors inside...

Area One

As soon as you enter Goldman's Headquarters, you'll be set upon immediately by three Cyber-Zombies. All the zombies inside the headquarters are tougher than anything you've faced so far; try to go for head-shots as this is the only way to guarantee killing them. Once you pass into the lobby, three Cyber-Blades will teleport in from the left. Keep shooting them to knock them off their feet and stop them from throwing lightblades at you – when they're dead, you'll move to the lift which will open to release two Cyber-Sabers and a Cyber-Zombie. Blast them all and then take the lift up to the 50th floor to meet two more Cyber-Sabers at the top. Around the corner are two Cyber-Blades hanging from the ceiling although



ORIGINAL BONUS 1

Keep your eyes open as the lift doors open in the lobby of Goldman's Headquarters – hiding in the back-left corner is a bonus item. Clear the way of the two Cyber-Sabers and then try to grab it as the Cyber-Zombie comes out because you won't get a chance to collect it once he's dead.

shooting them a couple of times forces them to the floor. Finally you'll need to kill the group of Cyber-Zombies that drift through the wall towards you before you can pass through the door ahead.

Area Two

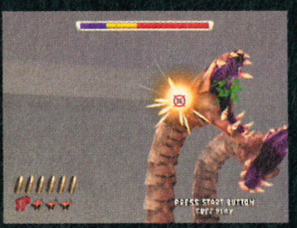
As the first door opens, you'll step through to another small chamber. Keep your aim on the door ahead as you'll need to be ready for the Cyber-Zombie that walks through it towards you. Blast him to step through the door and enter the first laboratory area – the camera quickly whips to the right and there'll be a Cyber-Saber

waiting for you. Blow him away before he slashes you at close range, moving around the outside of the lab and killing the two Cyber-Zombies that walk through the wall by the door to the room ahead.

Area Three

Boss Rematch – Tower

The door opens to reveal another laboratory area crammed with tubes full of zombies in suspended animation – what is going on here? Suddenly there's a roar from the right and camera speeds round to face... another Tower! Thankfully this battle is exactly the same as the first Tower fight back in the canal, except that there's only one section and this time around the blue head attacks with the rest of them. Concentrate on the attack heads to prevent them biting you and you'll soon send all five snakes crashing to the ground.

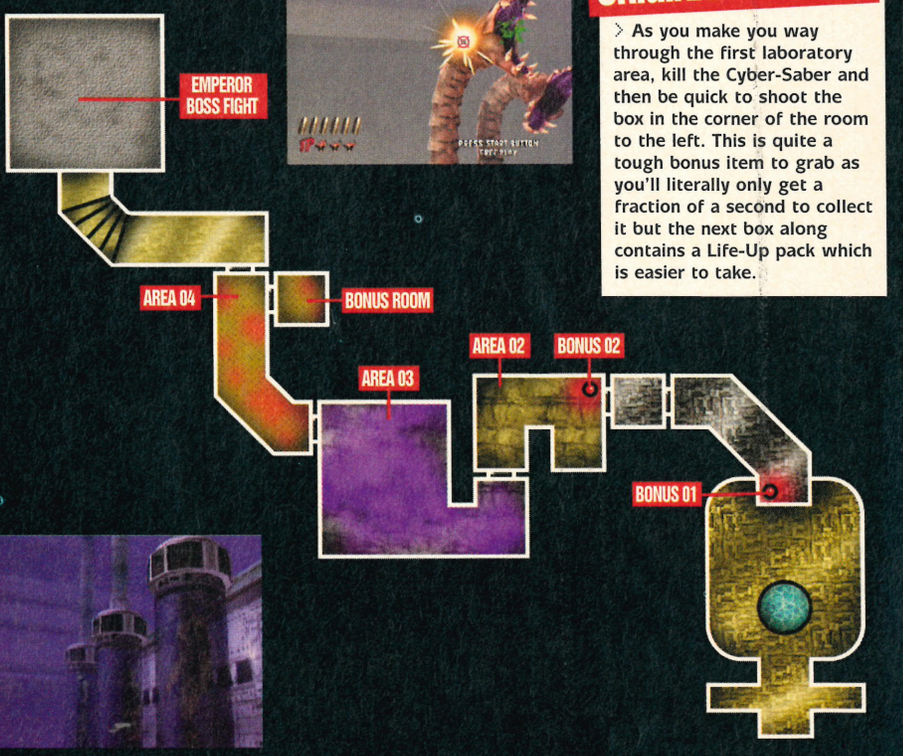


Area Four

With the second Tower gone, it's time to move on. You'll turn the corner to the left and go through a door into a corridor.

ORIGINAL BONUS 2

As you make you way through the first laboratory area, kill the Cyber-Saber and then be quick to shoot the box in the corner of the room to the left. This is quite a tough bonus item to grab as you'll literally only get a fraction of a second to collect it but the next box along contains a Life-Up pack which is easier to take.

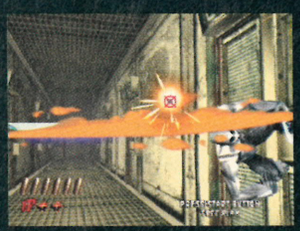


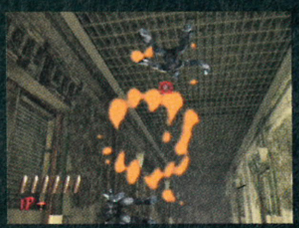
Suddenly, three Cyber-Zombies walk through the wall ahead – blast them as they come through and follow the path right. Look up at the ceiling and you'll spot three Cyber-Blades teleporting directly towards you. They fade in from left to right so shoot them in order to stop them from throwing their lightblades at you and knock them to the ground.

Just a little further down the corridor, two side doors will open and a pair of Cyber-Sabers will run out to slash you to pieces – aim for their heads to kill them quickly. After this there's nothing else to do but chase the evil Goldman out of the place; the door ahead will open and you'll head up the stairs to Goldman's office.

BONUS ROOM

If you reach the end of the game without allowing any of the innocent civilians to die, you'll be able to enter the Bonus Room – after you kill the last pair of Cyber-Sabers, the camera will turn right and you'll go into the room. Most of the items in here are merely there to boost your points but you'll also be able to get some Life-Up packs to prepare yourself for the final battle. Shoot the objects as the camera pans across and then follow the path back out and up the stairs to Goldman's office.





BOSS FIGHT Emperor (Type Alpha)

Now THIS is scary. Possibly one of the toughest bosses we've ever encountered in a game like this, the Emperor is not going to give up without a fight. If you've managed to earn the 'Infinite Credits' item in the Original Mode, now is the time you want to be using it! However, even though G's diary says that the Emperor's weak-point is unknown we'll give you three guesses as to what it might be. Could it possibly be the large glowing pink thing in his chest? Well, duh... of course, hitting it is another matter. The fact that he moves about a lot makes keeping your aim on him quite tough at the best of times but when you consider that you can only hit him at certain times and... well, things really aren't looking good.

When the fight begins, Emperor will randomly use one of three attacks – he'll either fire a large amount of small liquid metal balls at you, four large metal balls that fill up the screen or change his arm into a blade and slash you with it. Stopping the balls is an easy task as all you have to do is shoot them; of course, this means you're not shooting Emperor which is usually the idea. He's vulnerable when he charges up the balls and then shortly after he fires them at you so try to get him as soon as you can see him through a gap between the spheres. When he tries to get you with his blade though, you'll have to be both quick and accurate – the only way to stop him is to land several direct blows to his weak-point. Miss and he'll land a heavy blow to you with his spike – he'll keep using these three attacks until you've blow away a third of his energy.

At this point he switches to his 'easy-to-avoid' attack – he sits in the middle of the screen and creates duplicates of the past bosses which then attack you. While he is charging up these creations, you can blast like crazy and do some major damage to his heart. When the duplicates attack, you have to blow these away to prevent them hitting you; destroying the duplicates also damages Emperor. There are four attacks he uses...

Judgement

The flying demon uses one of its swerving swoop attacks. Blast it in mid-air.

Hierophant

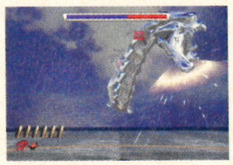
He jumps in the air to attack with his trident. Again, shoot him out of the air.

Tower

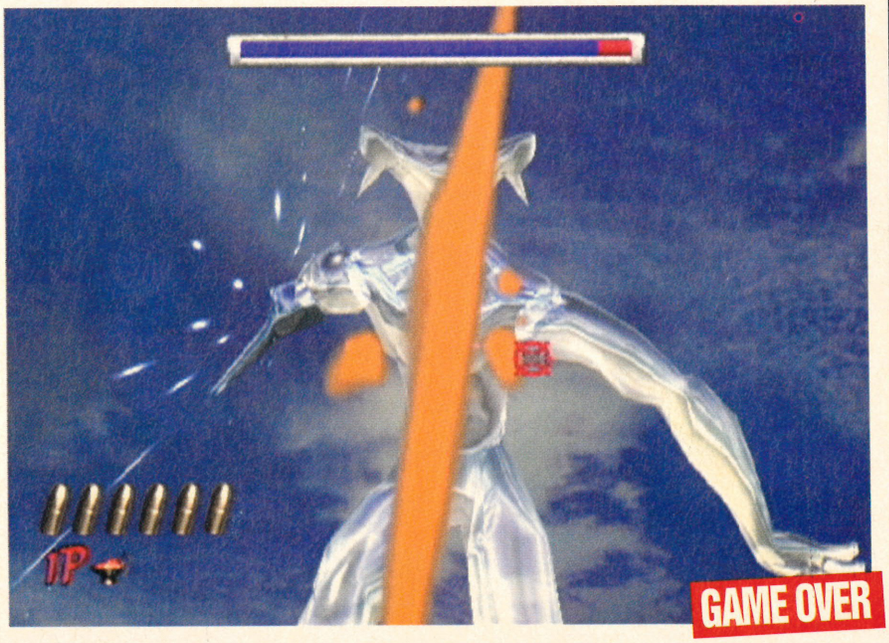
The blue snake goes for a bite attack. Blast the mouth as it ducks to the right to attack.

Strength

He closes in for a swipe with his chainsaw. Shoot his head before it gets too close.



When you've whittled away another third of his energy, Emperor goes for the kill... literally. Transforming himself into a swirling mass of energy, he flies around the screen and tries to repeatedly ram you with his spinning balls (oo-er). To prevent this, you'll need to land a load of accurate shots on the weak-point which now sits in the centre of the spinning mass – however, this means not only getting past the outer ring of spinning metal but also being incredibly accurate as Emperor flies into the distance regularly and makes the target rather small indeed. If you wait until he gets close enough to be sure of a hit, you're probably too late; when sparks form around the heart it means he's close enough to cause you damage. This is the final attack – if you survive it then Emperor will pause for a second before exploding into a million pieces! Finally, the world is saved... or is it?



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essential information >
Dreamcast Solutions
Sega Rally 2

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Racing
Release	14 October

two players

arcade stick

steering wheel

modem

jump pack

visual memory system
VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

essential information >
Dreamcast magazine says

"Another excellent coin-op conversion that will surely sell!"

Sega Rally 2
Desert SS1

1

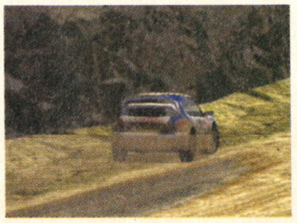
2

The first Desert course is one for beginners and is a great place to practice your powersliding. There's a good long straight where you can reach a high speed, and two shorter ones that are sadly spoilt by the crests in the road – if you're good you can use these to overtake competitors by flying over their cars!

Choose the right car and you can drive most of this course by sliding from left to right – remember to watch out for the giraffes as you slide by! The other major factor to take into account here is water – avoid this when the co-driver warns you, it will slow you right down and you'll lose that high ranking!

[1] This track is the easiest in the game, so you won't be faced with many nasty surprises. **[2]** Try to keep the car off the sandy sidings, this will slow you down. **[3]** Learning to powerslide around corners is essential for fast times.

3



The Cars

Sega Rally 2 is packed full of cars, you get eight from the start of the game and a further 11 by finishing tracks.

Peugeot 206 WRC

Peugeot 306 Maxi

Toyota Corolla WRC

Toyota Celica GT Four ST 205

lly 2

TRACK INFO

Difficulty ★☆☆☆☆
Best car Lancia 037 Rally

TRACK INSTRUCTIONS

1. Easy Left, In Gravel
2. Long Easy Left
3. Long Medium Left
4. Water
5. Medium Right, Medium Left
6. Caution, Crest Jump
7. Water
8. Easy Right
9. Long Easy Left, Maybe
10. Long Easy Left, Maybe, In Tarmac
11. Easy Left, In Gravel

Sega Rally 2

Desert SS2

TRACK INFO

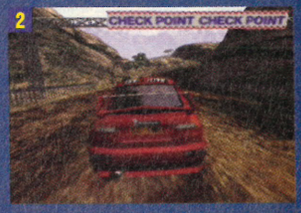
Difficulty ★★★☆☆
Best car Peugot 205 Turbo 16

TRACK INSTRUCTIONS

1. Easy Right
2. Easy Left
3. Easy Right
4. Caution, Crest Jump
5. Easy Right
6. Water
7. Long Medium Right
8. Caution, Crest Jump
9. Easy Left, Maybe
10. Caution, Easy Left, Easy Right
11. Very, very Long Easy Right, Maybe
12. Caution, Bump
13. Easy Right

This desert course is a bit tougher than the first, with long sweeping bends in the road and some rugged sections where you must avoid smashing the car into the rocks. This time the giraffes on the sides of the road are joined by zebras! Starting out in a small town area the desert sand is soon left behind and replaced by more of a muddy surface which will make your car slide more than usual. Avoid the sides of the road as water tends to collect here more than the centre – and always try to make jumps as fast as you can, you can then sail over many obstacles!

[1] When the majority of a track is made up of loose sand, the handling of the car leaves a lot to be desired. **[2]** This section has a series of jumps, so keep that car steady! **[3]** Skidding is great fun!



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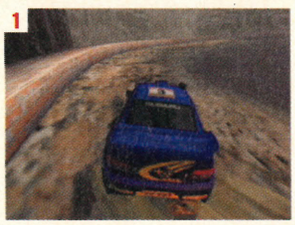
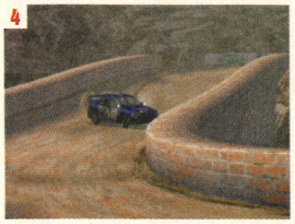
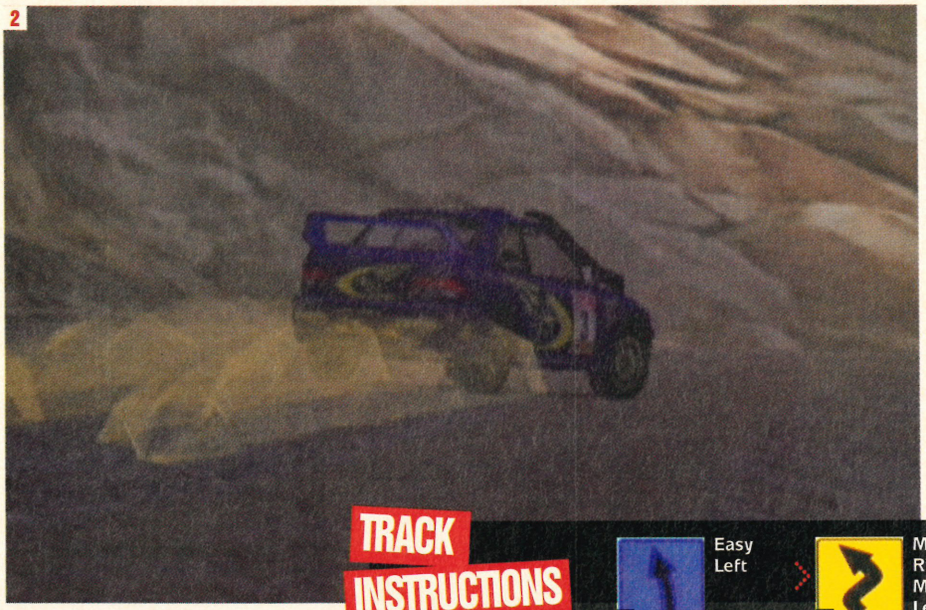
Sega Rally 2

Desert SS3





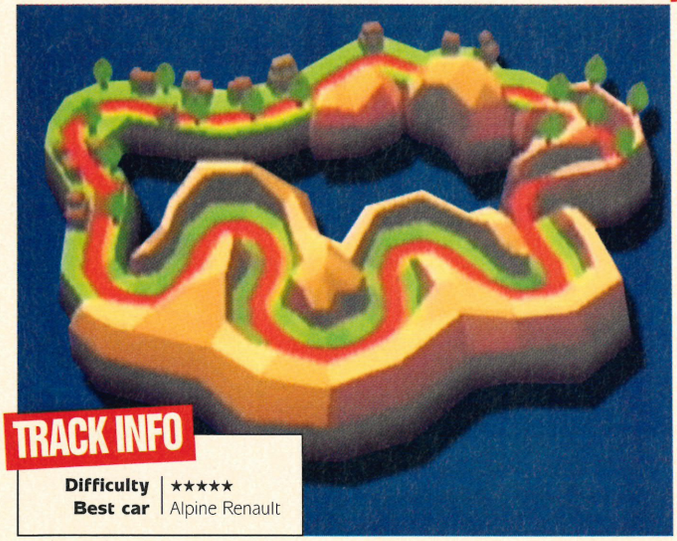


[1] This is the toughest of all the desert tracks, mainly because of the large amounts of dust thrown up as you drive around. [2] Good luck to whoever is behind you! [3] There are many twists through the town sections. [4] Judge this bridge wrong, and it's game over! [5] The home stretch – nearly there!

With a five star difficulty rating things are already starting to toughen up. This doesn't have a single straight where you can overtake, you'll have to do all your passing as you slide by other drivers on the corners. The entire course is twists and turns, more of a snake than an 'S' shape!

The desert heat has evaporated all the water on this course, but it has also had the effect of making it very dusty, and dust can also slow your car down. Watch out for rows of barriers along the side of the road early on – hitting them will send them flying, and lose you speed. The 'K' turns and hairpin are the toughest manoeuvres you'll have to make here – hit the brake slightly just before the bend and keep your finger on the accelerator to power through them.

TRACK INSTRUCTIONS



TRACK INFO

Difficulty | ★★★★★
Best car | Alpine Renault

Subaru Impreza WRC

Mitsubishi Lancer Evolution

Lancia Stratos

Lancia Delta HF Integrale

Sega Rally 2

Mountain SS1

TRACK INFO

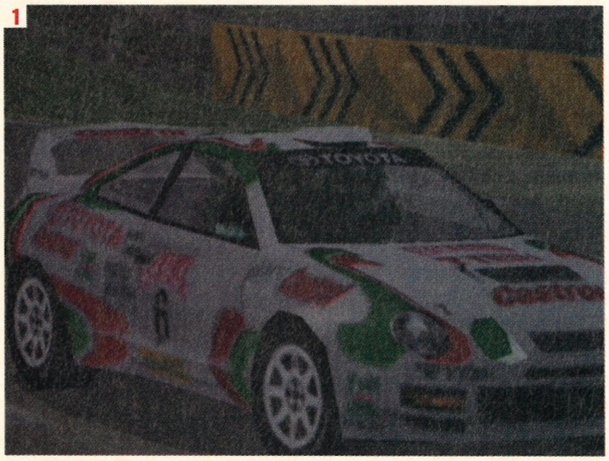
Difficulty	★★☆☆☆
Best car	Lancia 037 Rally

The rocks of the desert have been replaced by trees, but the handling is pretty much the same when the course breaks away from the tarmac and goes into the gravel. The first mountain course has a long section of easy lefts which give you a good overtaking opportunity, there are no really sharp turns either so you can keep the speed high.

Make sure your car is kept perfectly straight when the co-driver shouts out 'Crest Jump' as the car will undoubtedly leave the ground and could crash if you take it on a slant.

TRACK INSTRUCTIONS

1



2

[1] As you play through the Championship you will get different weather and lighting. **[2]** Hitting signs is never a good idea!

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Extra information>

Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Renault Maxi Magane	Complete the Arcade Mode
Subaru Impressa 555	Finish 1st in the 1st Year of Championship Mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship Mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd Year of Championship Mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th Year of Championship Mode
Peugeot 106 Maxi	Finish 1st in the 5th Year of Championship Mode
Lancia Delta Integrale	Finish 1st in the 6th Year of Championship Mode
Fiat 131 Abarth	Finish 1st in the 7th Year of Championship Mode
Peugeot 205 Turbo	Finish 1st in the 8th Year of Championship Mode
Renault Alpine A110	Finish 1st in the 9th Year of Championship Mode
Lancia 037 Rally	Finish 1st in the 10th Year of Championship Mode

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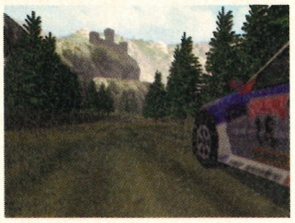
Sega Rally 2

Mountain SS2



These mountain roads are lined by stone walls and these are further narrowed by two bridges, so there isn't much room for making mistakes. This second course doesn't have much in the way of straights, it's very winding so again you'll have to overtake as you slide by your opponents.

The road surface is a mixture of gravel and tarmac. You'll find that your car has good traction on the tarmac sections, but you'll have to watch for skidding when you burst into the gravel – the co-driver will warn you, so be ready! Just after the checkpoint be ready with the brakes too – there's a hairpin right turn!

[1] These mountain courses are very windy – you'd better be good at steering!
[2] Try to stick to the centre of the road – you'll go faster!

TRACK INFO

Difficulty	★★★☆☆
Best car	Lancia 037 Rally

TRACK INSTRUCTIONS

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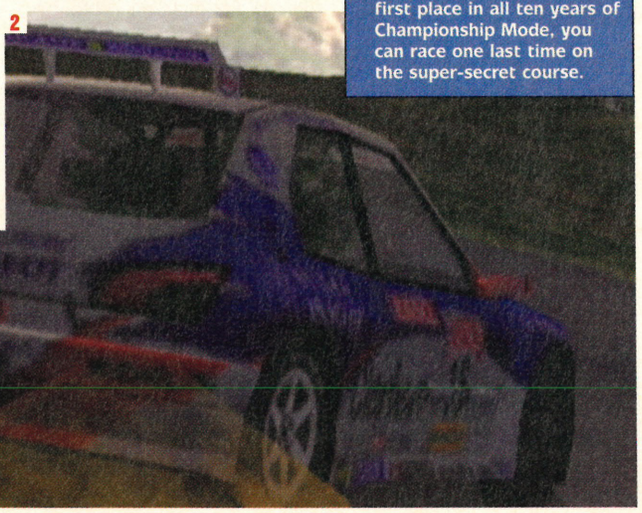
Extra information

Secret Track
If you manage to finish in first place in all ten years of Championship Mode, you can race one last time on the super-secret course.



The Extra Cars

Win your races and you'll soon be driving around in one of these flash machines!

Peugeot 205 Turbo 16

Toyota Celica GT Four ST185

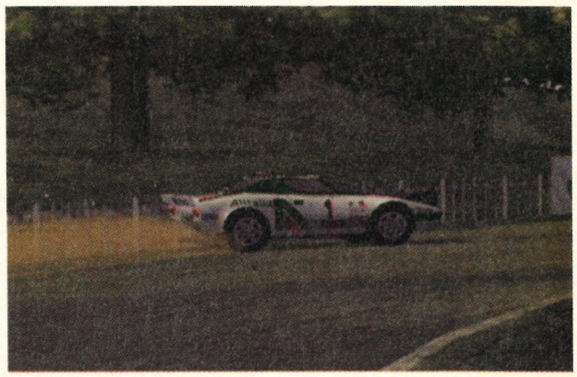
Subaru Impreza 555

Mitsubishi Lancer Evolution IV

Mitsubishi Lancer Evolution III

Sega Rally 2

Mountain SS3



These mountain roads are lined by stone walls and these are further narrowed by two bridges, so there isn't much room for making mistakes. This second course doesn't have much in the way of straights, it's very winding so again you'll have to overtake as you slide by your opponents.

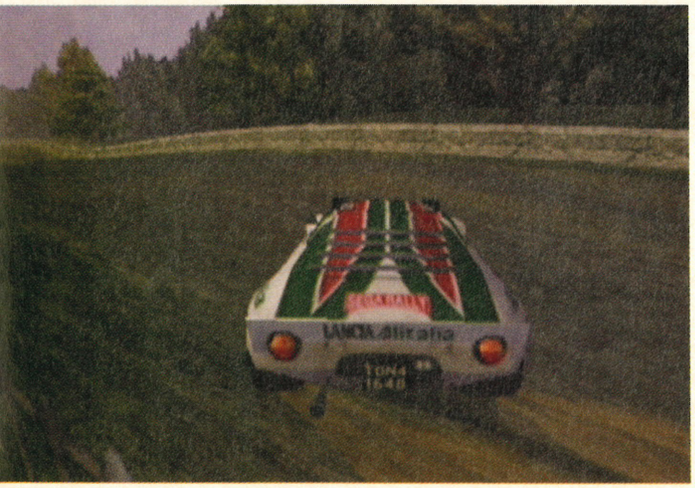
The road surface is a mixture of gravel and tarmac. You'll find that your car has good traction on the tarmac sections, but you'll have to watch for skidding when you burst into the gravel – the co-driver will warn you, so be ready! Just after the checkpoint be ready with the brakes too – there's a hairpin right turn!

TRACK INSTRUCTIONS

1

2

[1] The mountain tracks are the first to have 'K-Left' and 'K-Right' turns – these are very sharp! [2] Mind those signs!



TRACK INFO

Difficulty	★★★★★
Best car	Lancia 037 Rally

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There are a couple of major problems facing you in the Snowy courses – the ice on the road and visibility. When you're about to enter a particularly nasty area of ice the co-driver will shout it out to you – make sure you don't make any irratic movements through this section. As for visibility, the fog is really thick in places, but all the other cars have to cope with it too!

This first course is very short compared to the ones raced already. Use this beginner's snow course to get used to the loss of traction as the cars slide around in the snow.

1

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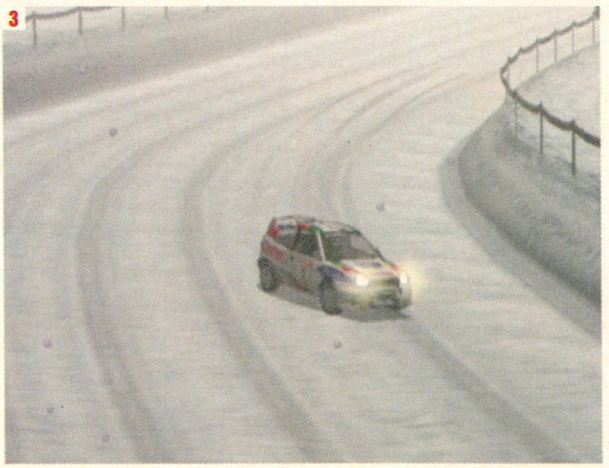
Extra information>

Access All Cars

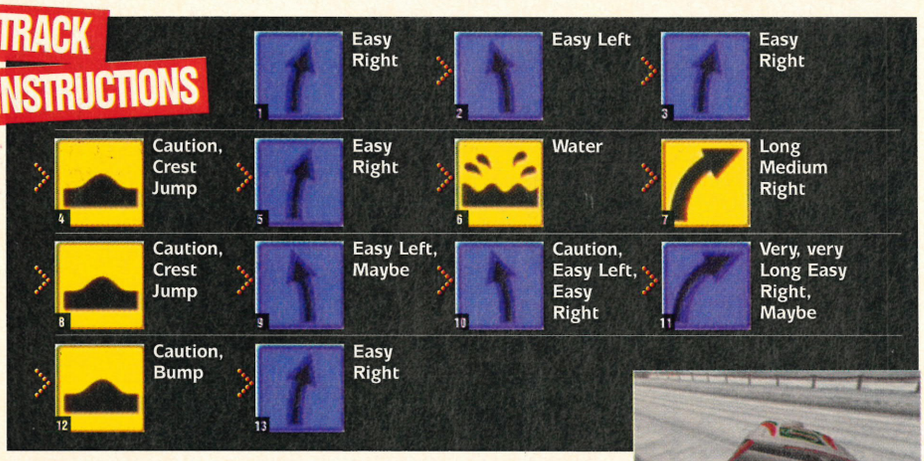
Go to the title screen and press **Up, Down, Up, B, A, Left, B, B, Down** (using the D-Pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

2

3



TRACK INSTRUCTIONS

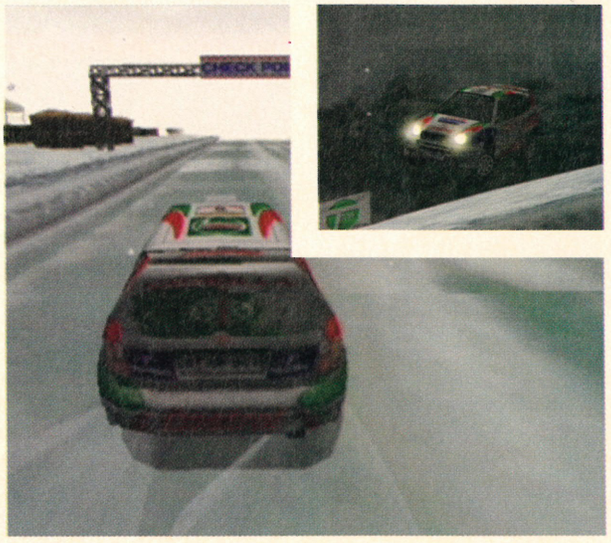


[1] Driving in the snow is bad at the best of times, but in a rally car at high speed it's a nightmare! [2] The road is lined with barriers for the protection of the spectators. [3] Visibility is next to zero on this track, even the headlights have to be used! [4] Watch out for patches of black ice.

4

TRACK INFO

Difficulty	★★☆☆☆
Best car	Mitsubishi Lancer Evolution IV



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Lancia Delta Integrale 16v

Lancia 037 Rally

Fiat Seicento Sporting

Fiat 131 Abarth Rally

Renault Maxi Mégane

Alpine Renault

Sega Rally 2

Snowy SS2

TRACK INFO

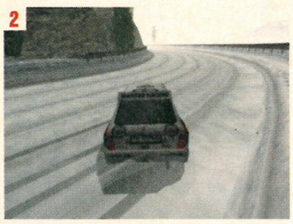
Difficulty	★★★☆☆
Best car	Mitsubishi Lancer Evolution IV

[1] With headlights on full beam, at least you'll see something out of the windscreen! [2] If you're in doubt of where to steer, look for the tyre tracks in the snow. [3] It's best to change your tyres to suit the conditions. [4] If you get stuck on the side of the road, slow down!

TRACK INSTRUCTIONS

1

2



3

Part of this course is actually tunnelled underneath the mountain, but this doesn't make any difference to driving conditions except that it can't snow in a tunnel! Surprisingly stretches of road are completely snow free around this course too – the snow ploughs must have been out!

There are a couple of good straights, one on either side of the course. If you can approach a competitor in a straight line, use these for overtaking – but watch out as they could be sliding around in the snow too! It's very easy to get stuck on the sides of the course in the snow. If you do, let go of the accelerator and get off the bank before continuing.

4

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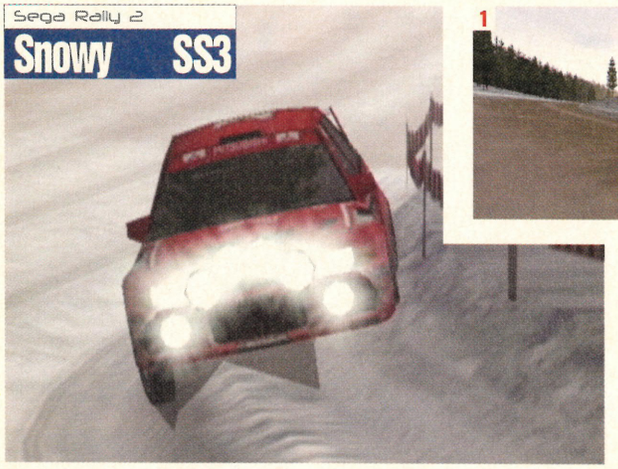
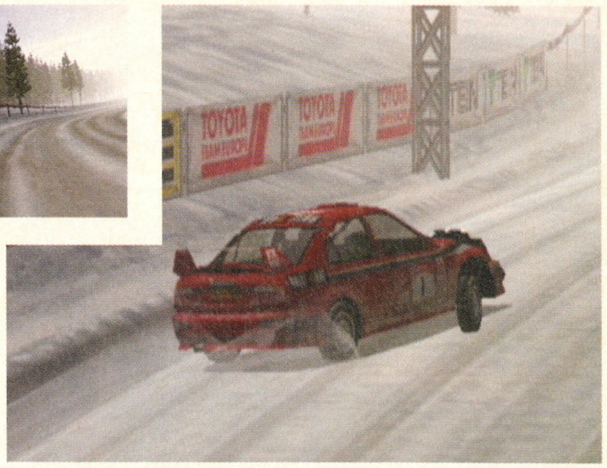
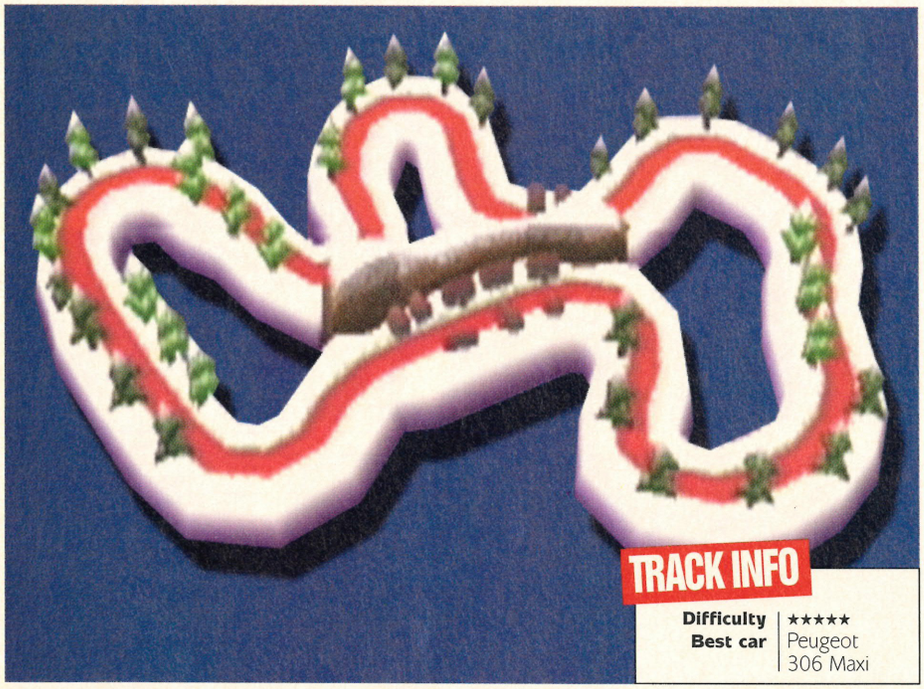
Sega Rally 2

Snowy SS3





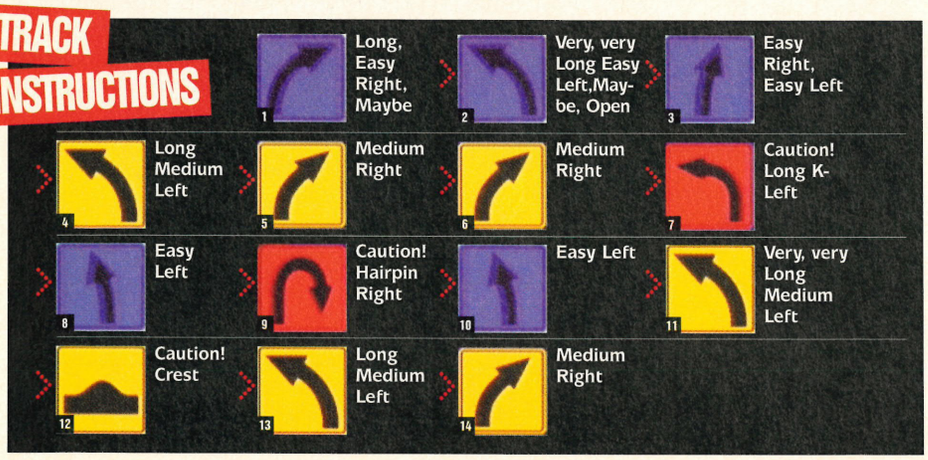
This is by far the longest of all the Snowy tracks and it packed to bursting with twists and turns. Make sure you take a look at your tyre set-up before tackling this one, and have tyres that will stand some serious punishment and give good grip in the snow! As you should know by now, the snow causes one major problem – if you drive your car onto the ridge at the side of the road you will get stuck, and seriously spoil your chance of a fast lap time. If this happens, let go of the accelerator until you're back on the main road, then let rip once more.

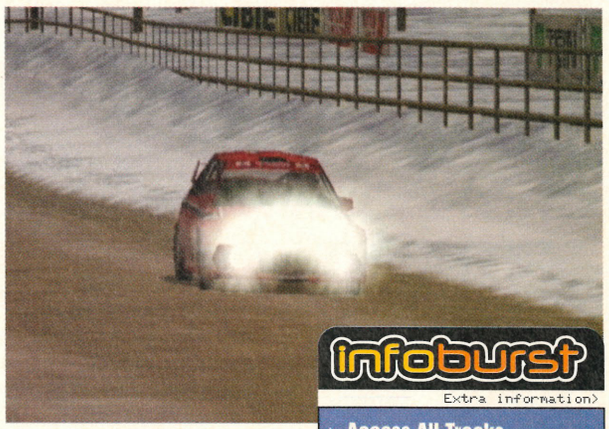


TRACK INFO

Difficulty ★★★★★
Best car Peugeot 306 Maxi

TRACK INSTRUCTIONS





[1] There aren't any decent straight sections to this track, so overtaking must be done while sliding past your opponents. **[2]** If you feel the car starting to slide in the snow and ice, ease off on the accelerator. **[3]** When you play in Arcade or Championship modes the track is lined with spectators.

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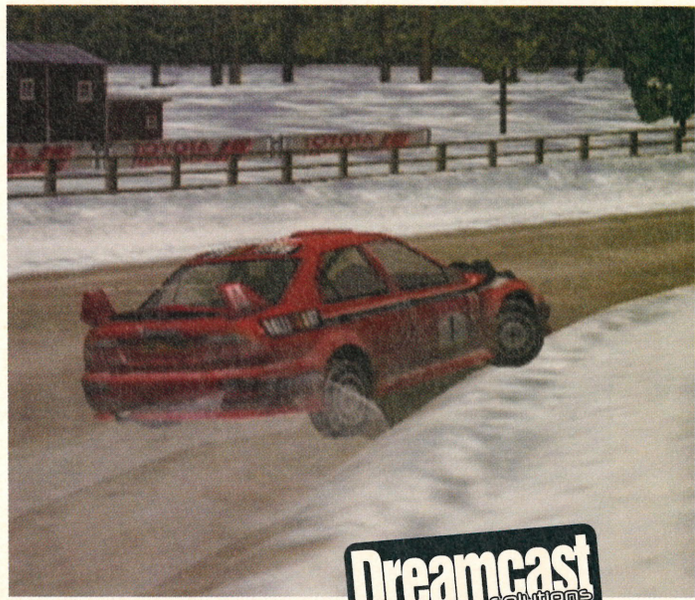
Extra information>

Access All Tracks
Go to the title screen and press **Up, Left, Down, Right, B, A, B, Right, Down** (using the D-Pad, NOT the Analogue Stick). This will open up all of the tracks in the Championship Mode, including the secret track!



The tracks continue next issue...

Dreamcast solutions
ISSUE 2 ON SALE
9 DECEMBER

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Dreamcast

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South Park Rally	£ CHEAPEST	r.r.p £39.99
Tokyo Highway Challenge	£ CHEAPEST	r.r.p £39.99
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RACING SIMULATION

Monaco Gra

Three... two... one... go! The first Formula One racing game on Dreamcast is a masterpiece of programming from Ubi Soft and we've got a full guide to every track so you can swot up before taking on those deadly chicanes!

essential information >
Dreamcast magazine says

"The game has some of the most advanced features ever seen in a racing simulation"

essential information >
Dreamcast solutions

Racing Simulation: Monaco Grand Prix

Publisher	Infogrames
Developer	In-house
Origin	France
Genre	Racing

two player

arcade stick

steering wheel

jump pack

visual memory system
VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

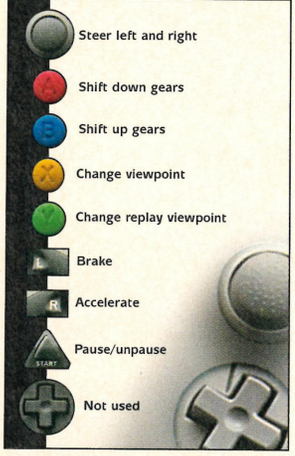
awesome moment

The game includes a great retro racing option where you can go back in time!

nd Prix

CONTROLS

Driving is as easy as following these controls...



Australia

Melbourne

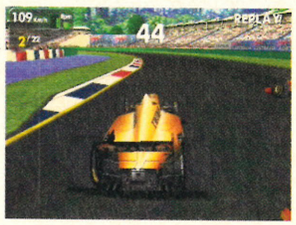
Track length: 5302 m
No. of laps: 58
Total distance: 307.516 km
Stop strategy: 1 or 2
Tyre strategy: Soft

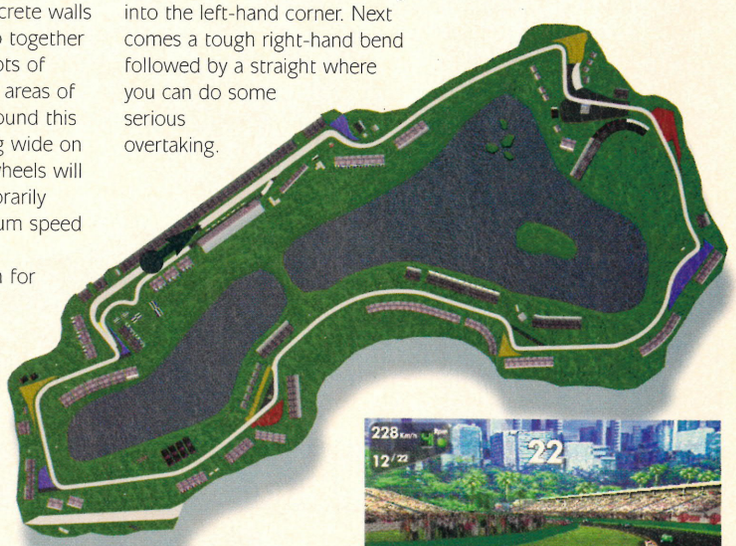
Situated slap bang in the centre of Melbourne at Albert Park this is a popular circuit with expert drivers because of its tough chicanes and very long and fast bends. It's the track where your Formula One championship begins, and the cars can reach an average speed of over 200 kph!

Albert Park is a track that the Australians don't use very often, and so tends to be very dusty and full of bumps – you should compensate for this by setting the chassis to an intermediate setting giving more stability. The downforce should also be reset to maximum, helping your car around the track.

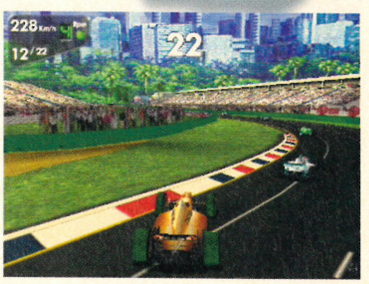
Most of the corners can be taken fairly fast, but watch out because some of them are blind corners and hard concrete walls and fast cars don't go together very well! There are lots of gravel traps and large areas of open grass dotted around this track so avoid running wide on the corners or your wheels will pick up debris, temporarily reducing your maximum speed and traction.

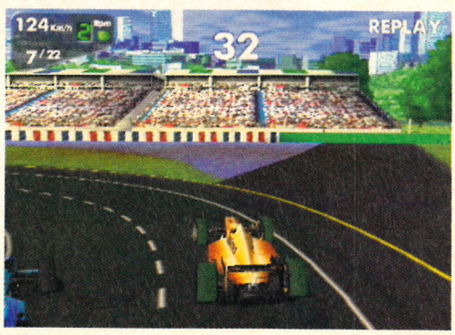
Two areas to watch for are the first chicane directly after the start/finish line. This one has claimed lives in the past and should be slowed down for. Then opposite the pits is a big bend. You can take this very fast, reaching 280 kph before touching the brakes and turning into the left-hand corner. Next comes a tough right-hand bend followed by a straight where you can do some serious overtaking.

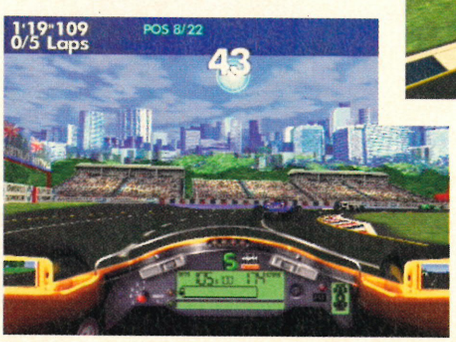




[1] There's always a racing line to take around every corner. If you're not sure how exactly to take it, look out for the tyre marks on the road – they're a dead giveaway!
[2] Dust is a major problem around the Australian track.







What's in a Name?

Ubi Soft didn't get an official licence for *Racing Simulation: Monaco Grand Prix*, so instead they altered the names of the drivers and gave the teams numbers. Here's what they should all be...

Drivers

D. Chambers	D. Coulthard
D. Hughes	D. Hill
E. Ismith	E. Irvine
G. Brauwner	G. Berger
G. Finesta	G. Fisichella
G. Mambiti	G. Morbidelli
H. Fieldman	H. H. Frentzen
J. Antonin	J. Alesi
J. Hamon	J. Hebert
J. Matassen	J. Magnussen
J. Van OOsten	J. Verstappen
J. Vouellete	J. Villeneuve
M. Howen	M. Hakkinen
M. Sakai	M. Salo
M. Schmidtke	M. Schumacher
O. Perret	O. Panis
P. Dazaro	P. Diniz
R. Bonibrasco	R. Barrichello
R. Schmidtke	R. Schumacher
S. Notaki	S. Nakano
T. Menasques	T. Marques
U. Katsuoka	U. Katayama

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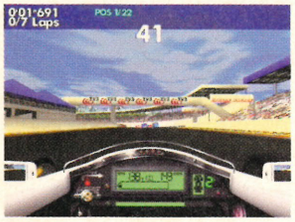


Brazil

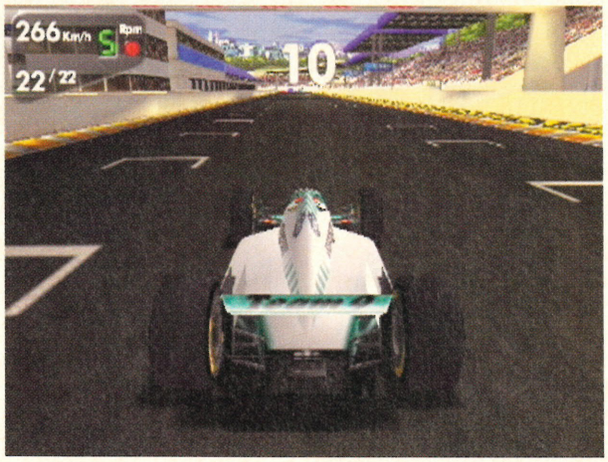
Sao Paulo

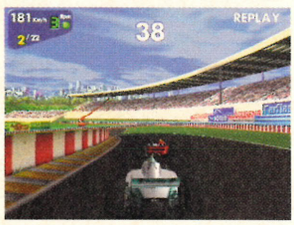
Track length: 4325 m
No. of laps: 72
Total distance: 311.40 km
Stop strategy: 1
Tyre strategy: Soft

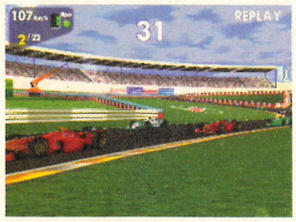
Round two of the championship is the first of the South American circuits located in Sao Paulo, Brazil. This challenging track has a very distressed surface full of bumps and lumps that gives an unsettled drive and can lead to neck-muscle fatigue in drivers – it's also the only track where the cars go around anti-clockwise!

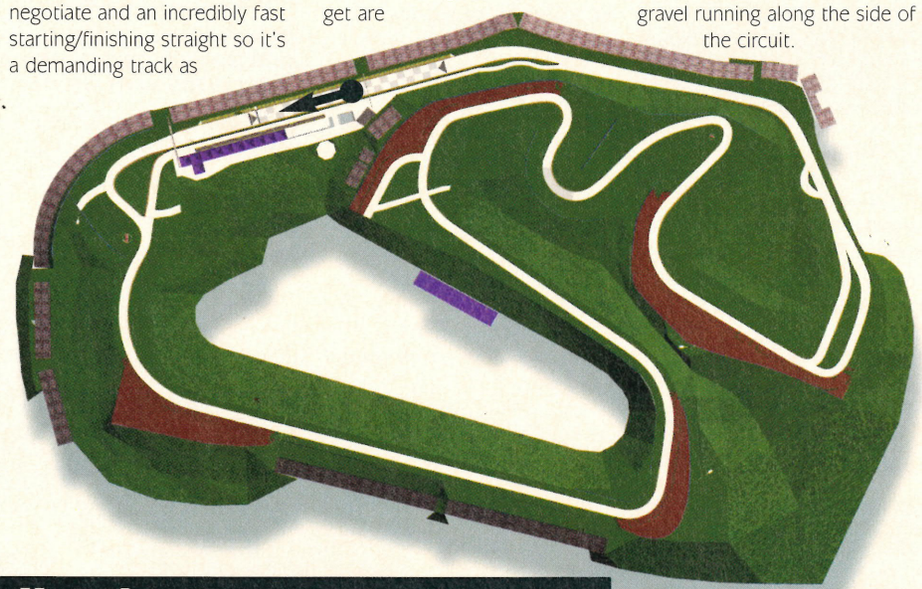
Brazil has a myriad of difficult corners for you to negotiate and an incredibly fast starting/finishing straight so it's a demanding track as far as the chassis and car mechanics are concerned. A well set-up car should have a good compromise between suspension and ride height – you should also make adjustments for the altitude of the track as this can effect engine performance.

The best opportunities for safe overtaking you get are along the final stretch of the circuit, but you must allow time for braking into the first turn because it's an extremely sharp one. The downward sloping bend which follows the pit straight is also a favourite with experienced drivers. Once again, try to avoid running wide on any of the corners or you'll find yourself becalmed in the gravel running along the side of the circuit.









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Extra information>

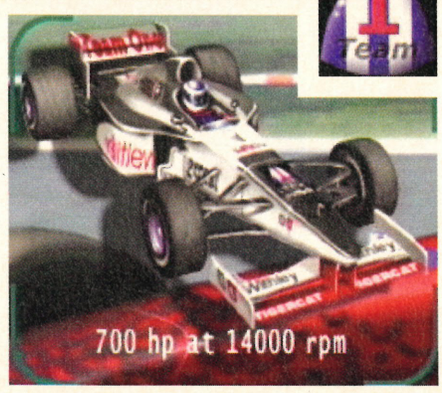
> Ubi Soft have released *Monaco Grand Prix* on the N64, PC and PlayStation – but the Dreamcast version is the best!

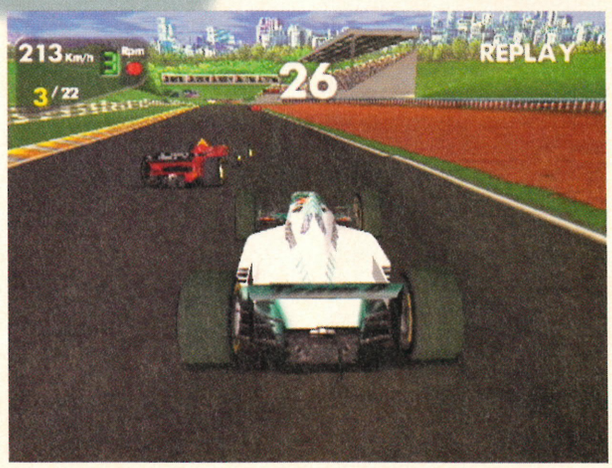
TEAM 1 Arrows Yamaha

Technical Data

Chassis
Weight empty: 600 kg, driver on board
Wheelbase: 3000 mm
Front: 1650 mm
Rear: 1600 mm
Total length: 4700 mm

Engine
V10 cylinder - 72° - 700 hp - 14000 revs/min
Maximal speed: 14400 revs/min
Material: Aluminium block
Valves: 4 per cylinder
Weight: 105 kg





Argentina

Buenos Aires

Track length: 4257 m
No. of laps: 72
Total distance: 306.504 km
Stop strategy: 2
Tyre strategy: Soft

infoburst
Extra information

> You'll really test out the brakes on your car with this track. The nasty hairpins are a real challenge.

Race three is held at Buenos Aires in Argentina, the capital of the country. This track has only recently been included as a Grand Prix circuit after alterations were made to reduce the bumpy track surface. The circuit is far from perfect though, and many drivers find it the most tedious of all tracks, nicknaming it the 'Temporada Turnstile'!

The track has a similar layout to a gokarting circuit being very narrow with plenty of slow, winding corners. This makes overtaking extremely difficult and very hazardous. To compensate for the bad track surface you must change the incidence angle of the wings to give as much grip as possible. The car's chassis must be altered to absorb the many knocks it will take as you drive around.

Qualifying for this race is extremely important as pole position will give you a good chance of winning the Grand Prix. Take care when negotiating the numerous hairpin corners on the circuit, though, as it's very easy to accelerate too quickly and end up sliding across the track and onto the grass. There are very few overtaking opportunities in this track, so when you get the chance of a straight accelerate like mad to make up time.

TEAM 2 Williams Renault

Team two

Technical Data

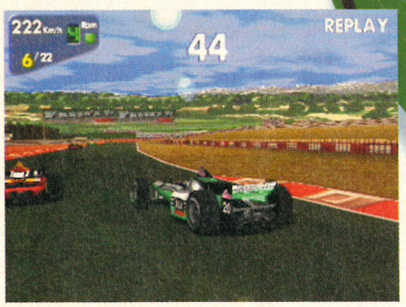
Chassis

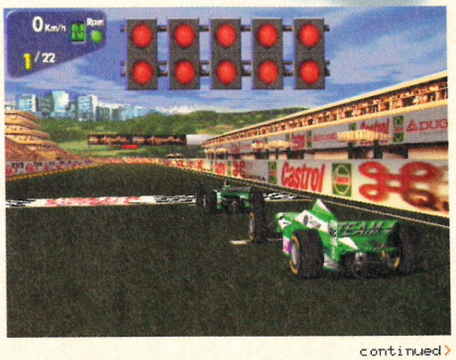
Weight empty:	600 kg, driver on board
Wheelbase:	2890 mm
Front:	1670 mm
Rear:	1600 mm
Total length:	4150 mm

Engine

V10 cylinder - 71° - 755 hp - 14600 revs/min

Maximal speed:	15300 revs/min
Material:	Aluminium block
Valves:	4 per cylinder
Weight:	132 kg





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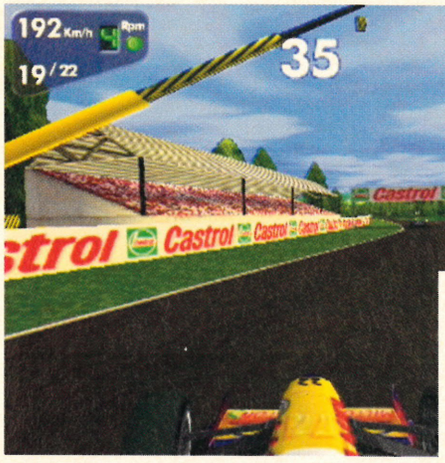
Extra information>

> Due to the high speeds you can achieve on this course, you will have to be extra alert to avoid a nasty accident.



[1] If you're the kind of driver that likes to stick his foot down and see what a machine is capable of then the San Marino track is for you – it has lots of very long straights.

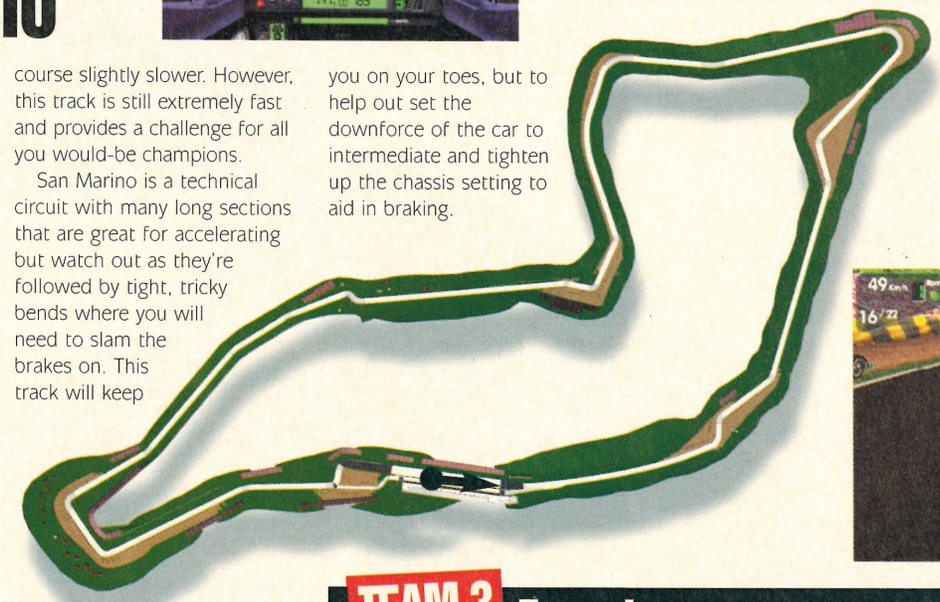
San Marino

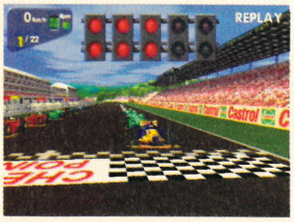
Imola

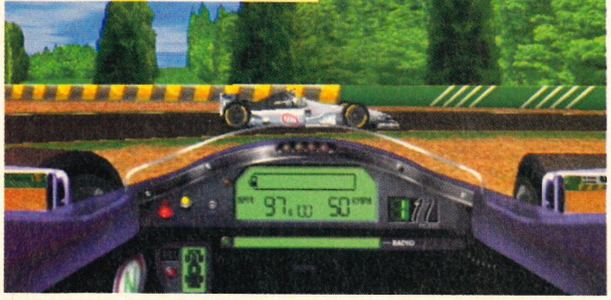
Track length: 4930 m
No. of laps: 62
Total distance: 305.660 km
Stop strategy: 1 or 2
Tyre strategy: Soft

Round four moves you on to Imola, San Marino. This track is infamous for the tragic accident in 1994 when both Ayrton Senna and Roland Ratzenberger lost their lives. Since this accident there have been some alterations made to the circuit with new chicanes added to make the course slightly slower. However, this track is still extremely fast and provides a challenge for all you would-be champions.

San Marino is a technical circuit with many long sections that are great for accelerating but watch out as they're followed by tight, tricky bends where you will need to slam the brakes on. This track will keep you on your toes, but to help out set the downforce of the car to intermediate and tighten up the chassis setting to aid in braking.







TEAM 3 Ferrari

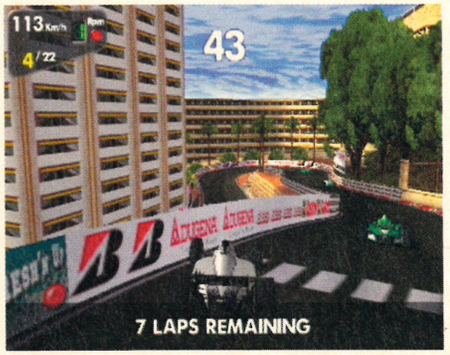
Technical Data

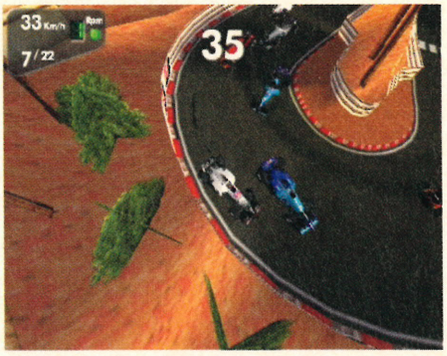
Chassis

Weight empty: 600 kg, driver on board
Wheelbase: 2935 mm
Front: 1690 mm
Rear: 1605 mm
Total length: 1348 mm

Engine

V10 cylinder - 75° - 760 hp - 14800 revs/min
Maximal speed: 15300 revs/min
Material: Cast-iron
Valves: 4 per cylinder
Weight: 140 kg

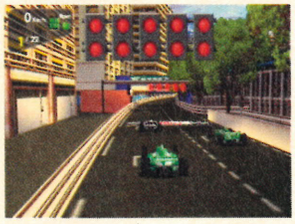




Monaco

Monte-Carlo

Track length: 3367 m
No. of laps: 78
Total distance: 262.548km
Stop strategy: 1 or 2
Tyre strategy: Soft

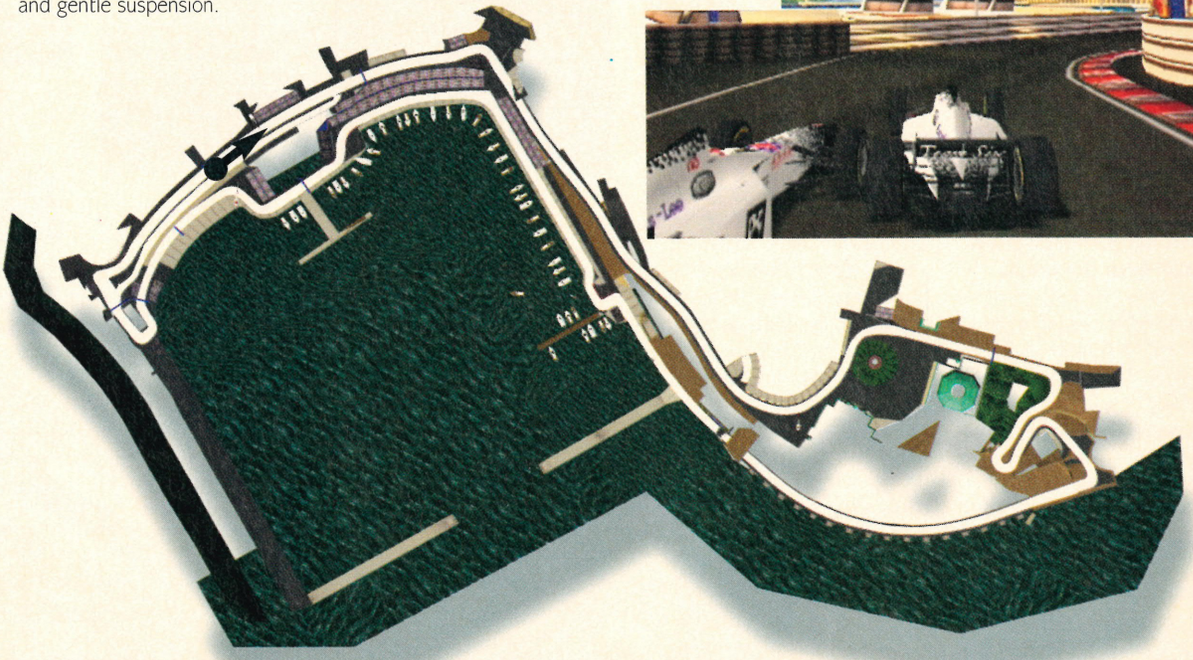


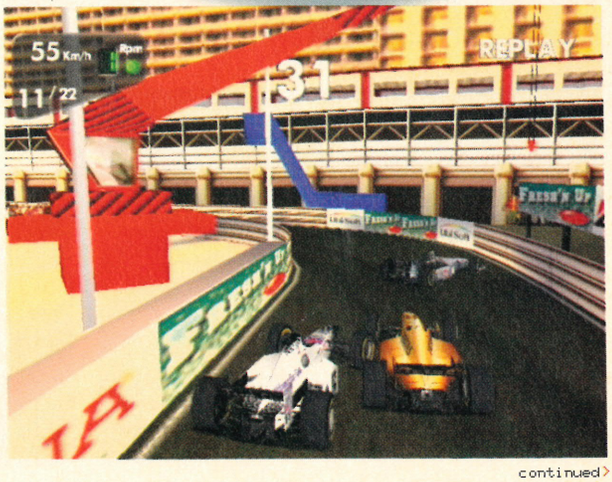
Race five takes place in Monaco, the most famous of all race tracks as it is now the only remaining street circuit in the Grand Prix championship. It's run by the ACM (Automobile Club de Monaco) and as the track snakes through the streets it gives a true driving challenge.

Monaco's streets are so winding that this track is the slowest of them all, and the shortest too. You'll be hard pushed to achieve an average speed of any more than 140 kph. The start is often complete chaos when all drivers want to overtake towards St Dévote, a tight right-hand corner which doesn't allow many cars side-by-side. Beware of pile-ups!

There aren't any real straights here, and as a result the race often resembles a parade because there are so few chances to overtake. Concentration is the key to being successful on this circuit, so take your time and try to avoid crashing into the many barriers around the edges of the track.

Monaco demands a lot of the cars and drivers and the best settings we can recommend are maximum downforce, a high ride height to minimise scraping and gentle suspension.





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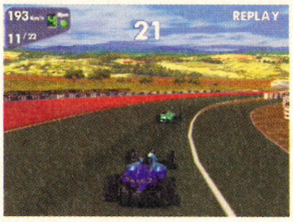
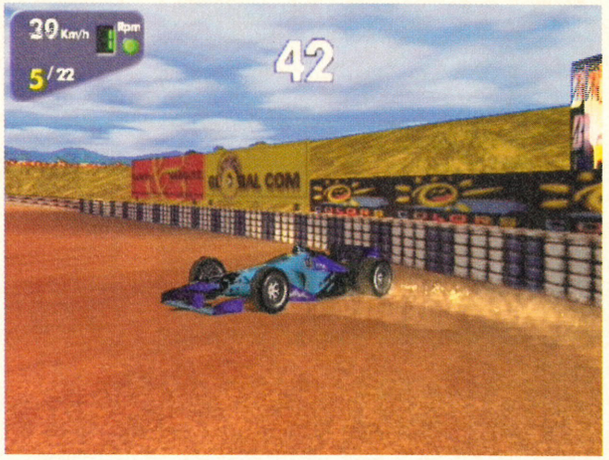




Spain

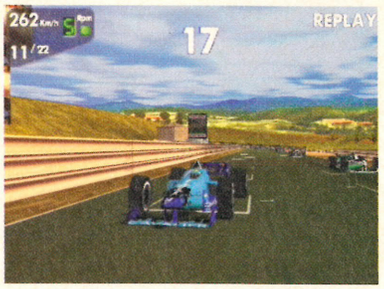
Barcelona

Track length: 4726 m
No. of laps: 64
Total distance: 302.464 km
Stop strategy: 1 or 2
Tyre strategy: Soft

It's on to round six and the teams move to Barcelona in Spain – this is where many of the Formula One teams go to prepare for the new season, so the drivers are familiar with the track.

Barcelona has loads of sweeping bends and offers drivers very few chances for overtaking. Try to ease off the accelerator – your average speed around here will be no more than 200 kph. This is a tough track for the engines and there's a lot of harsh braking to be done so the first thing to do is make sure you have a flexible chassis set-up to soften out the bumps. Your engine also needs to be flexible enough to boost the acceleration as you come out of the corners. Bump up the downforce too – you'll need it on some of these long, fast bends.

Slow down in order to make turns on the longer corners and use the start-finish straight to pass as many cars as possible, all the time keeping an eye on your tyres, the abrasive track surface means they can wear out quickly. There's plenty of gravel surrounding this circuit so take care not to run wide on any of the corners.



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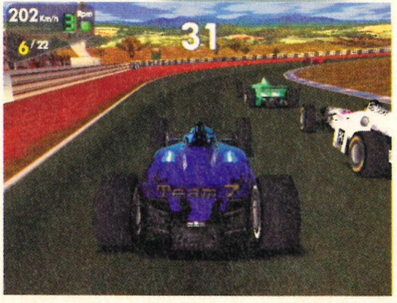
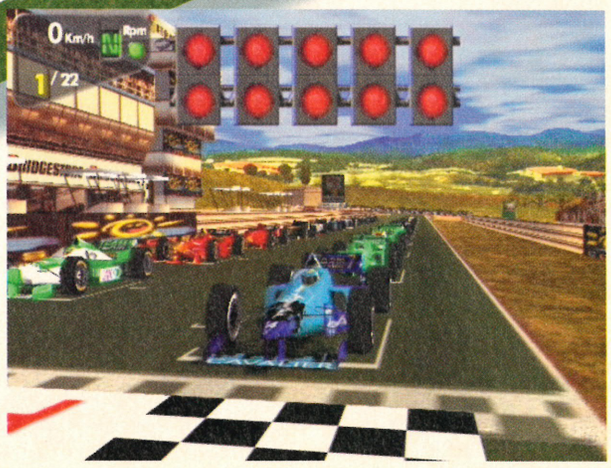
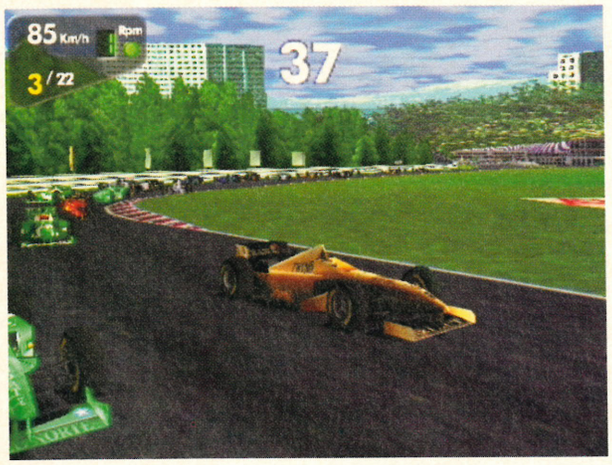
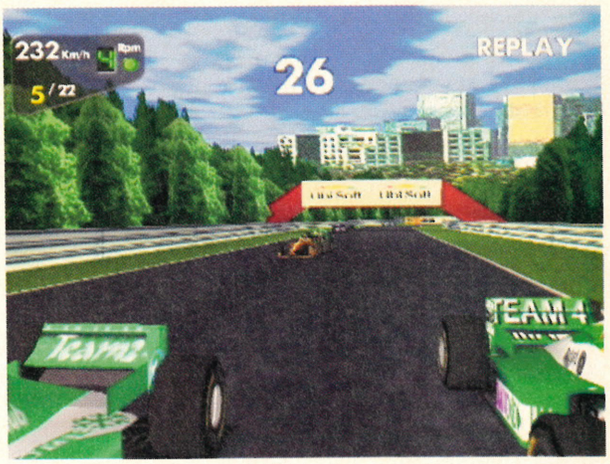
Extra information>

> There's not much chance of overtaking on the Spanish course, the sweeping bends make sure of this.









Canada

Montreal

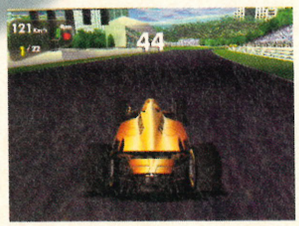
Track length: 4421 m
No of laps: 69
Total distance: 305.049 km
Stop strategy: 1 or 2
Tyre strategy: Soft

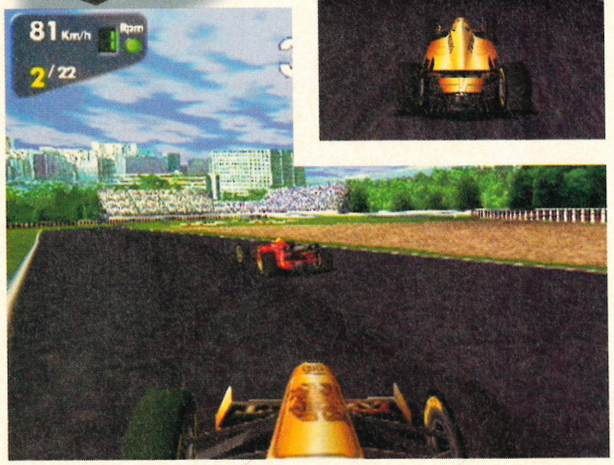
Round seven takes place in the land of the Mounties – Canada, on Notre Dame island to be precise, slap bang in the centre of the Saint Lawrence river. In the real Grand Prix the circuit is named after the great Gilles Villeneuve – father of Jacques Villeneuve – who won there in 1979.

The track lacks any decent grip as it's another one that is rarely used. It's tricky to get your car settings right for Canada too as it has a mixture of long, fast straights and tight bends.

You must set up the car with enough downforce to take the chicanes and corners well, but you also need a good top speed. The long straight that approaches the pits is very demanding on the cars, and it's closely followed by a nasty chicane, so beware!

You should have no problem overtaking around this circuit, but do be careful not to cut the corners on the chicanes or you'll be shown a black and white flag. It's always an interesting race in Canada – just make sure you stay in the car long enough to finish it!





TEAM 4 Benetton Renault

Technical Data

Chassis

Weight empty: 550 kg, without driver
Wheelbase: 2880 mm
Front: 1700 mm
Rear: 1600 mm
Total length: unknown

Engine

V10 cylinder - 71° - 760 hp - 14600 revs/min
Maximal speed: 15300 revs/min
Material: aluminium block
Valves: 4 per cylinder
Weight: 132 kg

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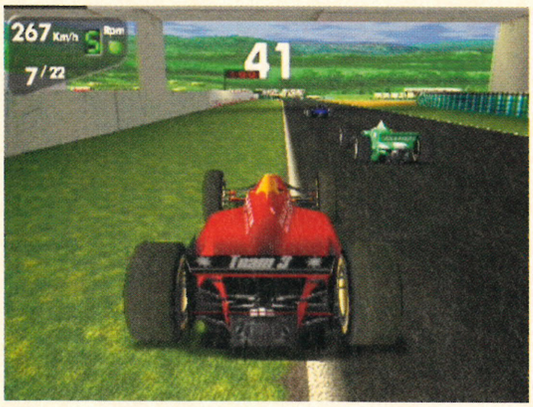
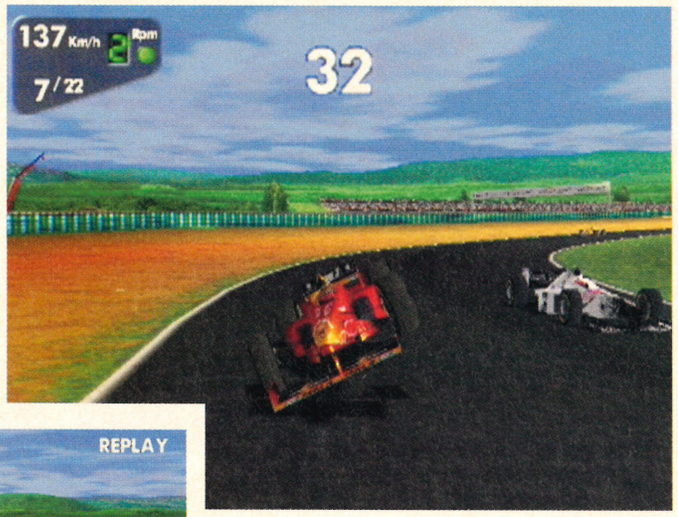
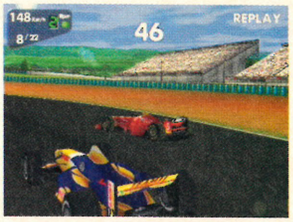




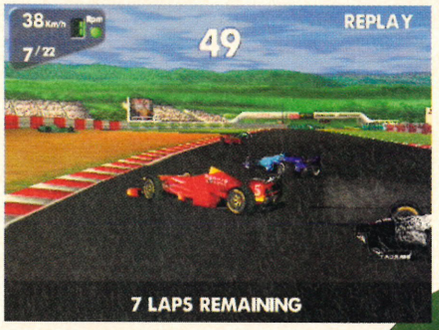


[1] The checkpoints are there to spur you on to reach the chequered flag!

France

Magny-Cours

Track length: 4247 m
No. of laps: 72
Total distance: 305.784 km
Stop strategy: 2
Tyre strategy: Soft



The championship moves to Magny-Cours in France for round eight. This track used to be a club racing track until former French President Mitterand backed a move to transform it into the fantastic circuit it has become today. The modern design combined with a new smoother road surface makes for an excellent race, but this doesn't stop many drivers feeling the track is tedious – mainly because it's almost impossible to overtake.

Directly after the pit straight is the Estoril bend – you should make sure you don't enter this too fast as the centrifugal force will throw your car directly into the gravel trap. You need to have a good head of speed coming out of the bend as it leads into the best straight on the circuit.

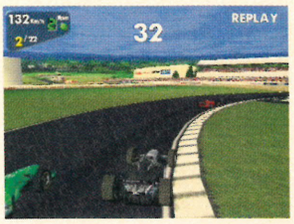
Another interesting point of the track is the entrance to the pits, it's quite a winding road, so make sure you don't come charging in too fast or you'll do your car irreparable damage.

The French track doesn't need a very complex car set-up, a low ride height is useful as the track is very smooth, but other than that it's up to you!

Great Britain

Silverstone

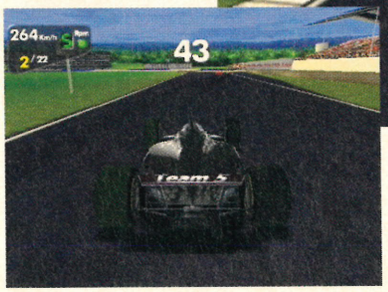
Track length: 5140 m
No. of laps: 59
Total distance: 308.26 km
Stop strategy: 1 or 2
Tyre strategy: Soft

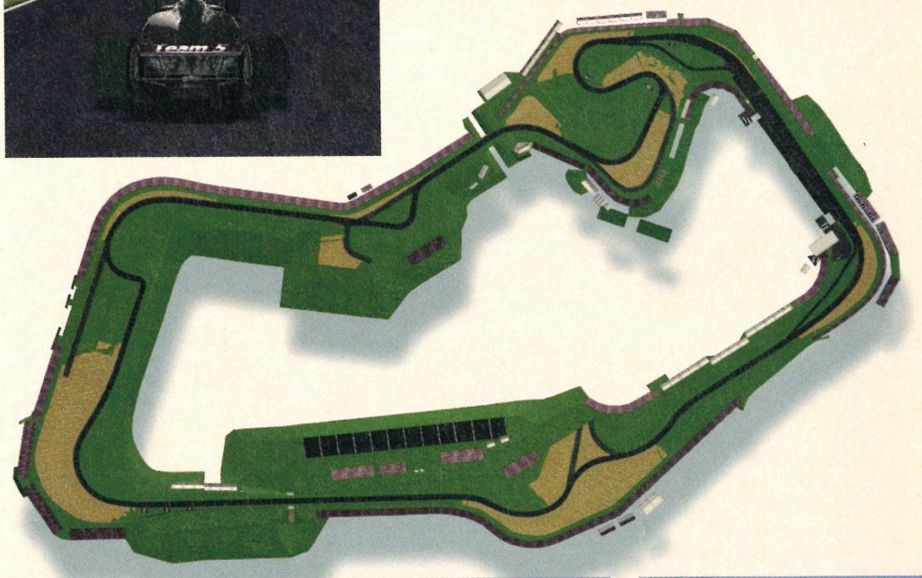


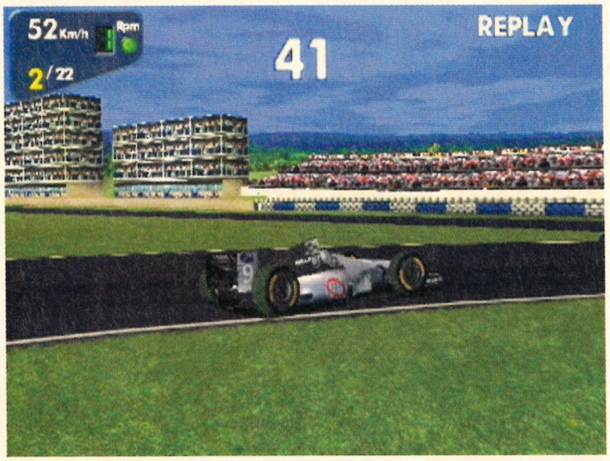
Round nine is held at Silverstone in Great Britain, a former RAF aerodrome that was turned into a racing track back in 1948 and went on to become a firm favourite with all drivers. Damon Hill was very happy after winning his home Grand Prix here in 1994.

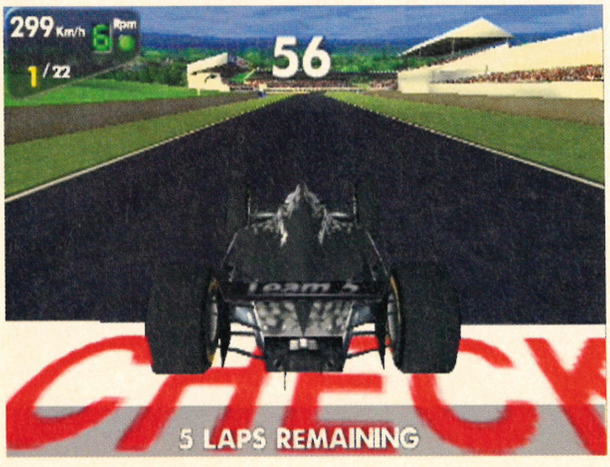
This is a fast circuit which has a fair number of testing corners to challenge your driving skills – it is also one of the only tracks in the world to have a curved starting grid which leads into the first corner, the Copse. The speed you take some of the straight at will depend on how much fuel you've got in the car. If the tank is empty, accelerate to top speed and get the most out of the car, if it's full then you should take is a bit more steady.

The two straights in Silverstone offer you ample opportunity to overtake, so just take care not to run off the track into the gravel around the sides. This is a demanding track that will require a massive amount of concentration, mistakes can be costly and they happen often as it's nearly always raining!









TEAM 5 McLaren Mercedes

Technical Data

Chassis

Weight empty: 600 kg, driver on board
Wheelbase: not disclosed
Front: not disclosed
Rear: not disclosed
Total length: not disclosed

Engine

V10 cylinder - 75° - 760 hp - 15800 revs/min
Maximal speed: 16600 revs/min
Material: aluminium block
Valves: 4 per cylinder
Weight: not disclosed

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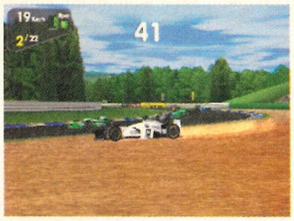
Germany

Hockenheim

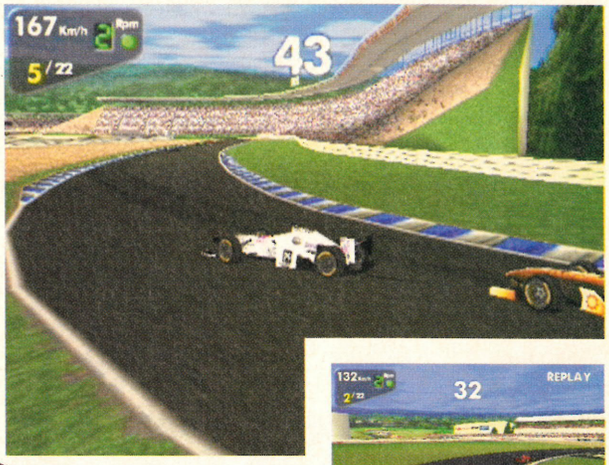
Track length: 6823 m
No. of laps: 45
Total distance: 307.035 km
Stop strategy: 2 or 3
Tyre strategy: Soft

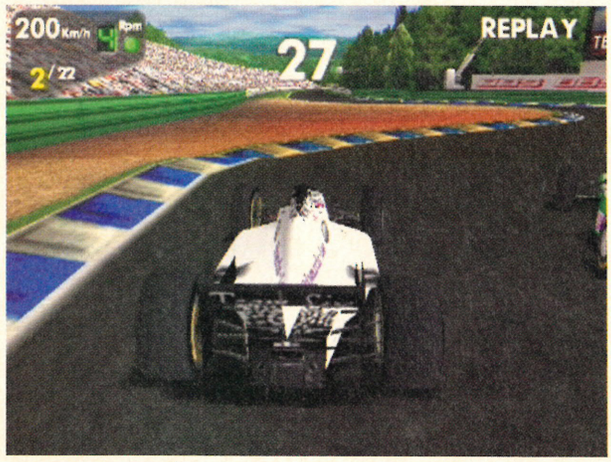


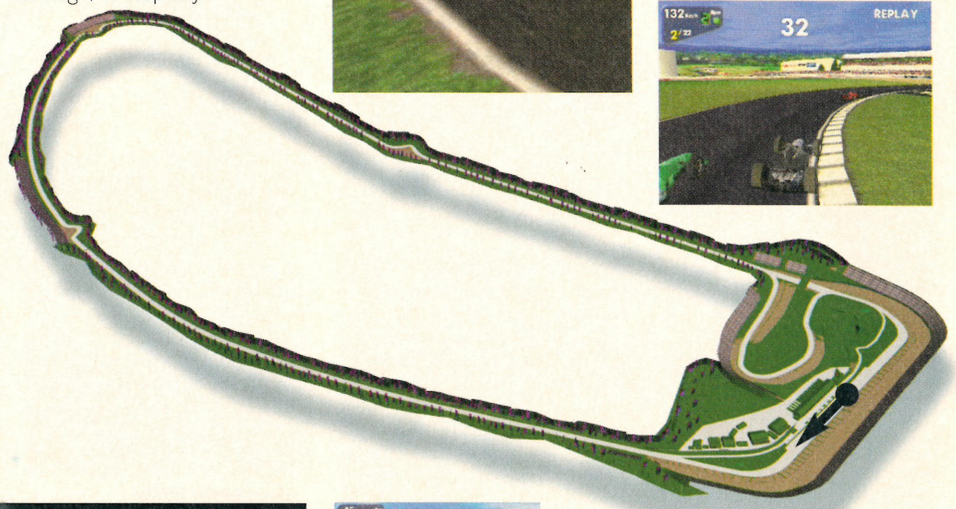
Round ten takes place at Hockenheim in Germany, home to the Schumacher brothers and Heinz-Harold Frentzen. Originally this track was a test site for Mercedes, but since being transformed it has become one of the most exciting race tracks anywhere in the world. There's an amazing 1 km straight in the track where cars can reach up to 350 kph making Hockenheim one of the fastest in the current championship. There are several tight chicanes which should really test your driving ability.

Low downforce is the key to winning this race as the course has four long straights so a high top speed is important. Braking must also have some attention as slowing down from 350 kph to take some of the chicanes puts a lot of strain on the car – it will have to go from 6th gear to 2nd in the space of just a few metres!

Germany is a deceptively simple track, but you need to be well experienced to get the right balance in the car – and zipping through the trees at high speeds will need plenty of courage, or stupidity!





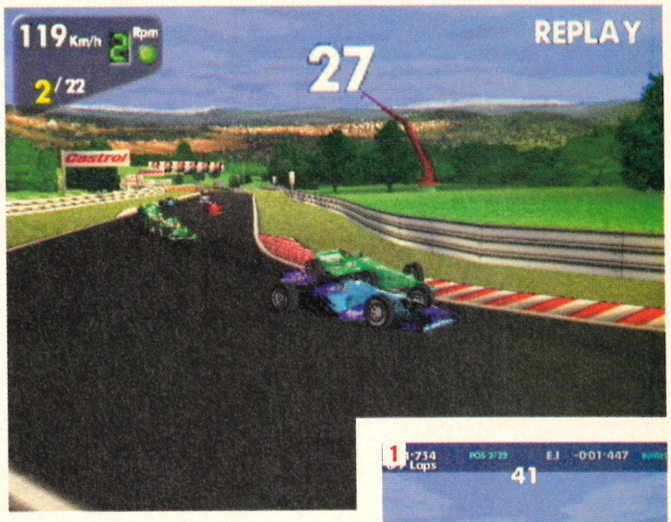


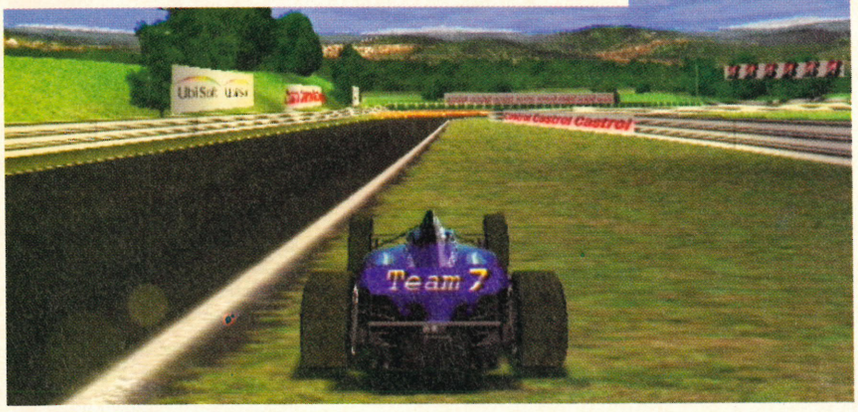
TEAM 6 Jordan Peugeot

Technical Data

Chassis
Weight empty: 600 kg, driver on board
Wheelbase: 2950 mm
Front: 1700 mm
Rear: 1618 mm
Total length: unknown

Engine
V10 cylinder - 72° - 740 hp - 13900 revs/min
Maximal speed: 14400 revs/min
Material: cast-iron block
Valves: 4 per cylinder
Weight: 133 kg





Hungary

Budapest

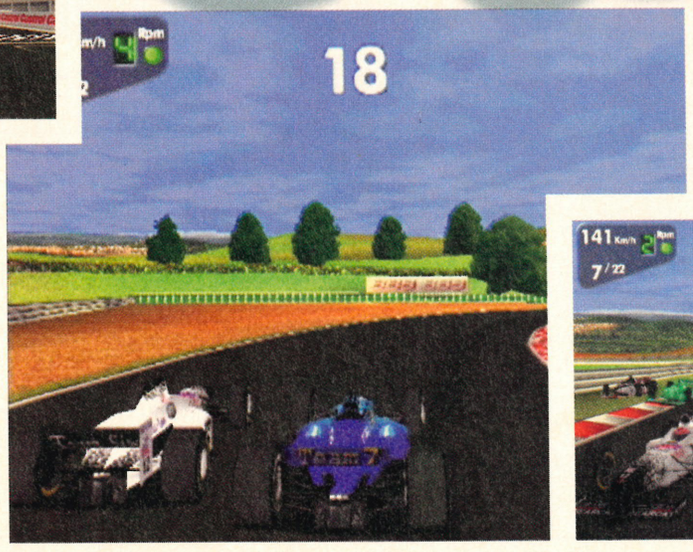
Track length: 3968 m
No. of laps: 77
Total distance: 305.536 km
Stop strategy: 2 or 3
Tyre strategy: Soft

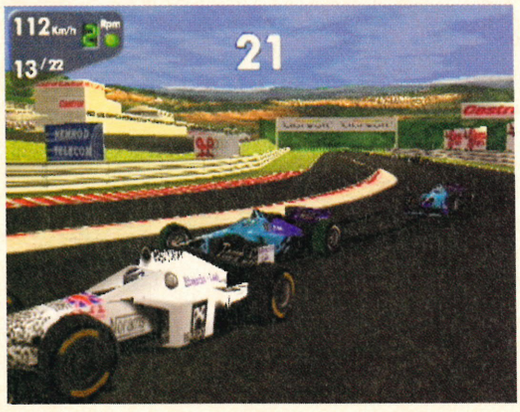
The eleventh round of the championship takes place the Hungaroring in Budapest. This track is set in beautiful surroundings but is rarely used, and the surface can therefore be very dirty. There are lots of tight corners to negotiate and also loads of gravel traps to catch unwary speeding drivers when they overshoot a corner.

Overtaking on this circuit is extremely difficult and can only be attempted safely on the starting/finishing straight, this is why it's also considered a tedious track by experienced drivers. Qualifying in the front row of the grid for this race is vital if you wish to have any chance of winning on this track. You can't afford any lapse in concentration all the way around, making the race both physically and mentally demanding.

The entire track is located in a dip, so in the summer it can get excruciatingly hot. The heat will effect the tyres and you will have to make sure the car has a lot of downforce to keep it on the track.

[1] The in-car view is one of the toughest to drive in. **[2]** Driving off the track covers the wheels in grass!





infoburst

Extra information>

>If you try to turn too sharply on the wrong road surface your car can easily spin out – be careful!

continued>

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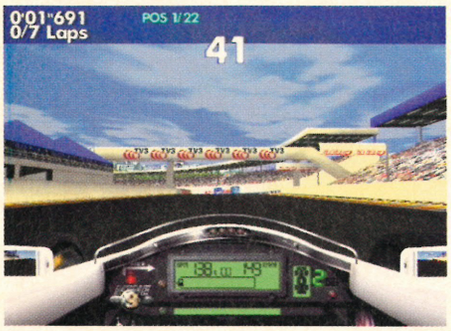
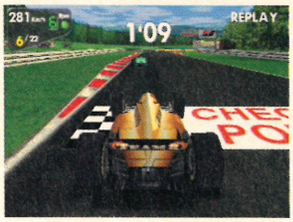


Belgium

Spa-Francorchamps

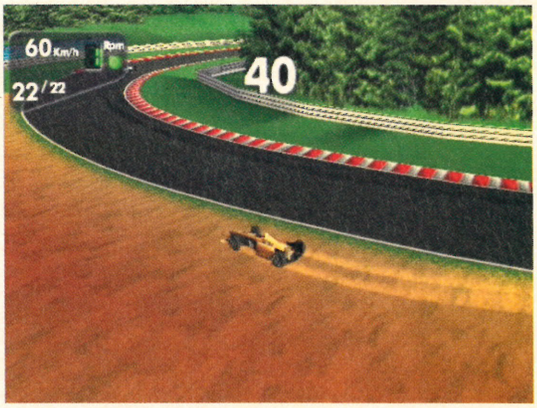
Track length: 6967 m
No. of laps: 44
Total distance: 306.548 km
Stop strategy: 2
Tyre strategy: Soft

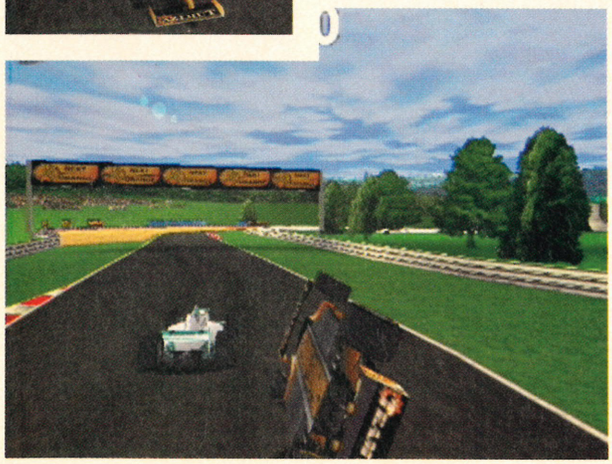


On to round 12 which is set in one of the most attractive tracks – it's also the race that all the drivers and fans look forward to the most. This race track is steeped in history and is ranked as one of the best circuits in the world. A fast circuit with plenty of corners, this track has several places where overtaking can be achieved successfully.

The Belgian track will test all areas of driving expertise: hard braking, high speeds, fast bends and tight corners. Qualifying is vitally important for this race as the first corner is an extremely tight right hairpin and this can sometimes cause a large pile-up of cars all trying to get position. Other points of interest include the downhill slope that stretches from a large wall down towards the spectator stand. It's impressive to watch, but only the best drivers are brave enough to take this at top speed. Just before the finish line there's another tricky chicane, be careful through this section.

The weather can also be a problem on this race circuit as it nearly always rains at some point over the race weekend.





TEAM 7 Prost Grand Prix

Technical Data

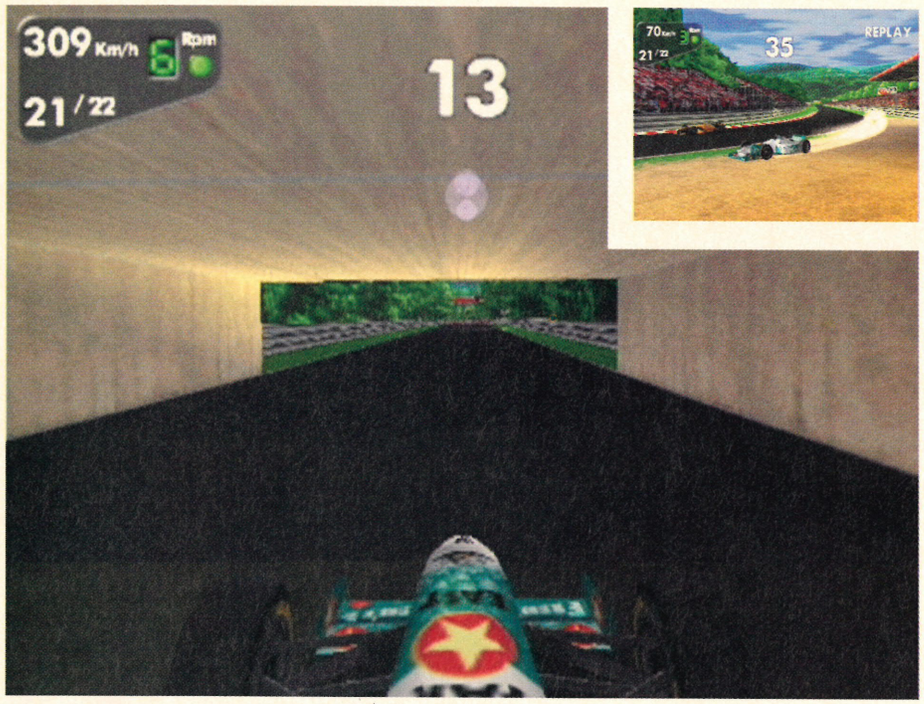
Chassis

Weight empty:	600 kg, driver on board
Wheelbase:	2995 mm
Front:	1693 mm
Rear:	1608 mm
Total length:	4335 mm

Engine

V10 cylinder - 72° - 710 hp - 13900 revs/min

Maximal speed:	14500 revs/min
Material:	cast-iron block
Valves:	4 per cylinder
Weight:	140 kg



infoburst

Extra information>

> Italy is another track known for its accidents. Take the bends at a sensible speed or it could all go wrong!

Italy

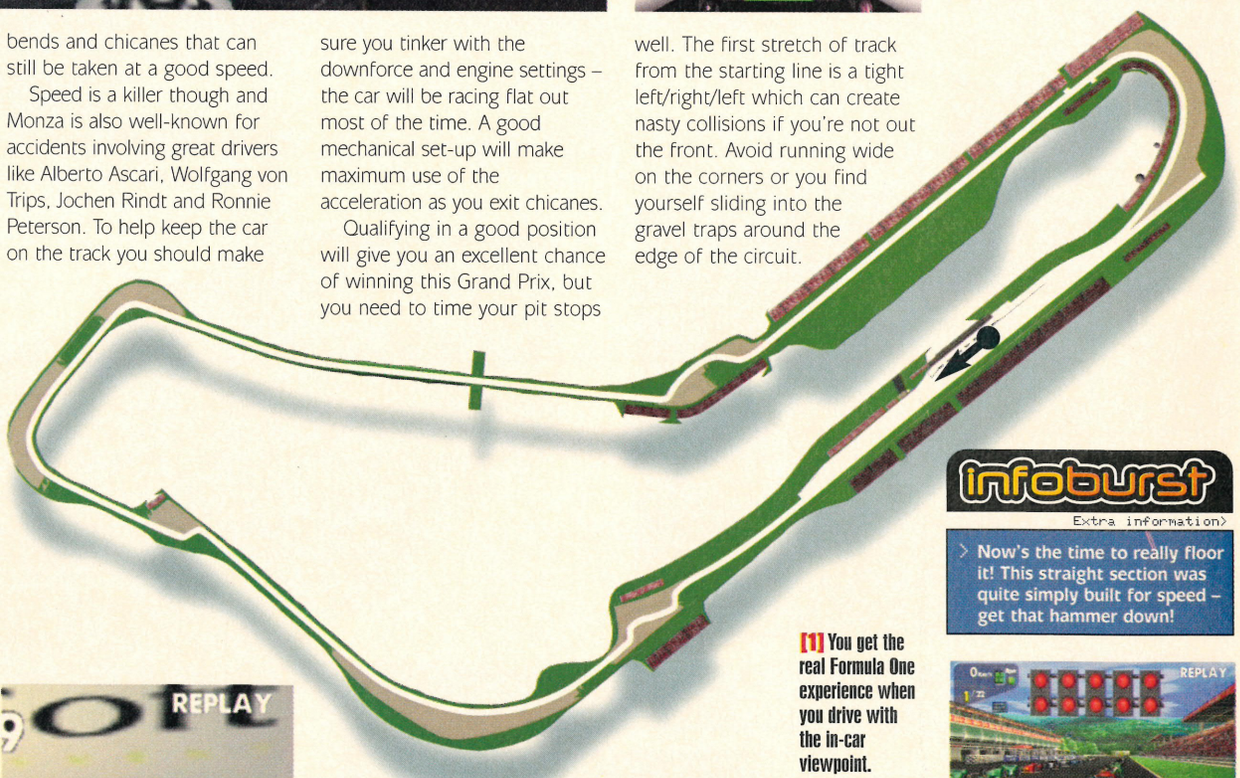
Milan

Track length: 5770 m
No. of laps: 53
Total distance: 305.81 km
Stop strategy: 1 or 2
Tyre strategy: Soft

Italy is the setting for round 13 on the Moza track, a circuit that is seeped in history. This is an extremely fast track, with an average speed per lap of 240 kph! There are some great long straights for accelerating and overtaking interspersed by bends and chicanes that can still be taken at a good speed.

Speed is a killer though and Monza is also well-known for accidents involving great drivers like Alberto Ascari, Wolfgang von Trips, Jochen Rindt and Ronnie Peterson. To help keep the car on the track you should make sure you tinker with the downforce and engine settings – the car will be racing flat out most of the time. A good mechanical set-up will make maximum use of the acceleration as you exit chicanes.

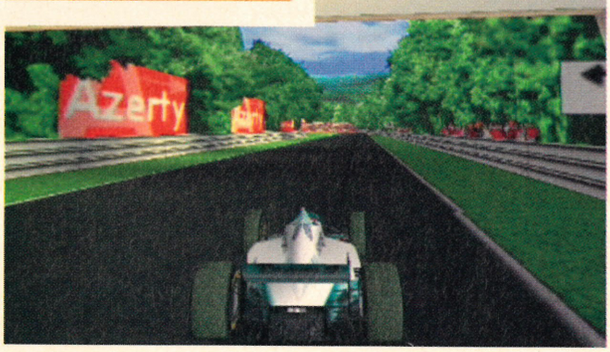
Qualifying in a good position will give you an excellent chance of winning this Grand Prix, but you need to time your pit stops well. The first stretch of track from the starting line is a tight left/right/left which can create nasty collisions if you're not out the front. Avoid running wide on the corners or you find yourself sliding into the gravel traps around the edge of the circuit.

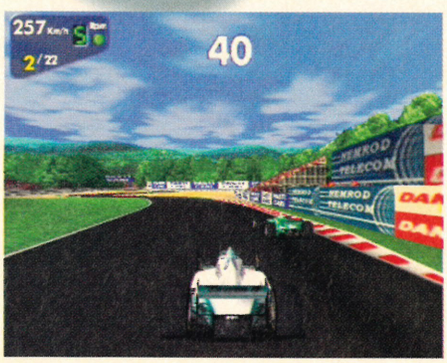


infoburst

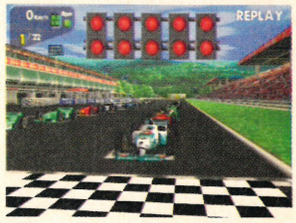
Extra information>

> Now's the time to really floor it! This straight section was quite simply built for speed – get that hammer down!





[1] You get the real Formula One experience when you drive with the in-car viewpoint.



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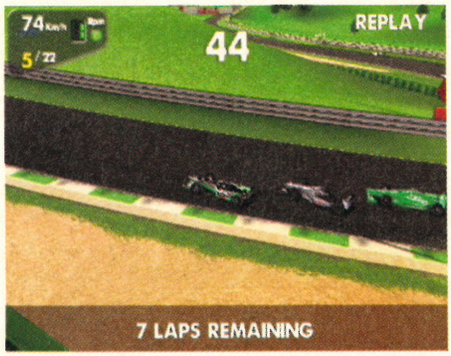


Austria

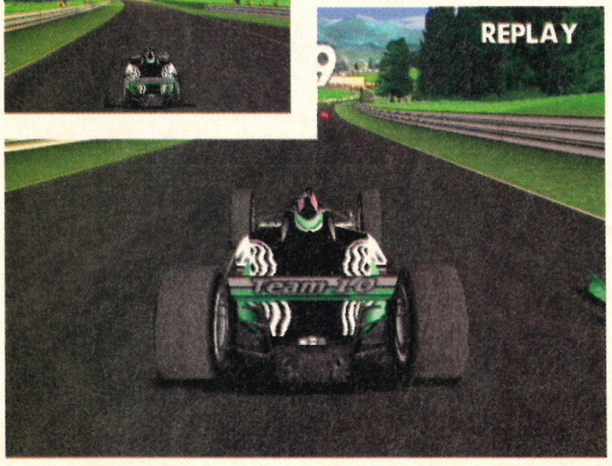
A1-Ring

Track length: 4323 m
No. of laps: 71
Total distance: 306.933 km
Stop strategy: 2 or 3
Tyre strategy: Soft

Round 14 moves on to the A1-Ring in Austria and is all new, the old version being the historic Osterreichring circuit. This track is very much a stop-go circuit with a couple of long straights and plenty of tight corners, but it does create a breathtaking race with plenty of overtaking opportunities.

Qualifying is once again important at this venue as the first turn is an extremely sharp right and good track position gives you an advantage over the other drivers. Make sure that you brake in plenty of time for the two hairpin corners as the gravel traps surrounding this track are particularly deep and it can take some time to get back on the track after a slide. Any slight lapse in concentration on this track will cause your car to spin off, so stay alert!

Make sure you increase the downforce settings on your car before setting off around the Austrian track, this will give you good performance on the fast straights and slow bends.



[1] The cars all have 'Team' something written on them, no official licences in this game!

infoburst
Extra information>

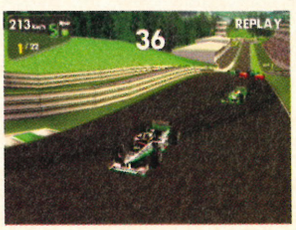
> If you're not sure of how to take the corners, follow the tyre marks on the track surface and you'll do okay.

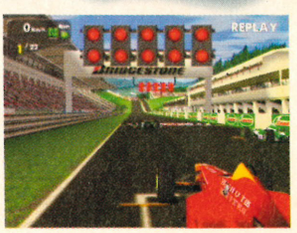
TEAM 8 Sauber Petronas

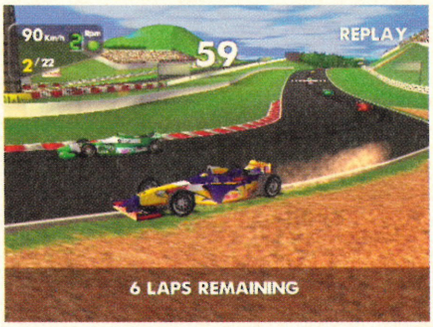
Technical Data

Chassis
Weight empty: 600 kg, driver on board
Wheelbase: 2940 mm
Front: 1660 mm
Rear: 1610 mm
Total length: unknown

Engine
V10 cylinder - 75° - 760 hp - 14500 revs/min
Maximal speed: 15200 revs/min
Material: cast-iron block
Valves: 4 per cylinder
Weight: 140 kg







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[1] The final straight in coming up and you're in second place – there's a chance you just might win!

Luxembourg

Nurburgring

Track length: 4555 m
No. of laps: 67
Total distance: 305.185 km
Stop strategy: 2
Tyre strategy: Soft

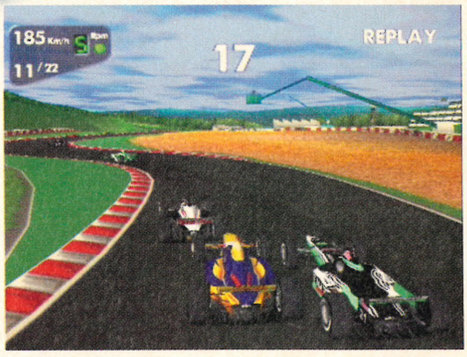
Nurburgring is the setting for round 15, which is actually situated between Bonn and Düsseldorf in Germany but plays host to the Luxembourg Grand Prix. This track has been changed since a horrific accident here in 1976 involving one of the greatest racing drivers in history, Nicki Lauda. The circuit is very hilly and full of corners with a couple of straights that allow restricted overtaking – the emphasis is definitely on driver safety at all times.

Qualifying is once again important if you wish to win, as is a good pit strategy and a high average speed. This course has some of the largest gravel traps in the championship, which you should avoid at all costs. Set the car to maximum downforce to help it through the frequent bends without too many problems.

The one unpredictable factor on this track is the weather as this area of the world gets a lot of rain. We're not talking a drizzle here – the track becomes totally drenched!

infoburst
Extra information>

> This track is actually set in Germany, but it hosts the Luxembourg Grand Prix. Keep watching the tyre tracks if you need a pointer.



TEAM 9 Tyrell Ford

Technical Data

Chassis
Weight empty: 600 kg Wheelbase: 2990 mm
Front: 1700 mm
Rear: 1610 mm
Total length: 4330 mm

Engine
V8 cylinder - 75° - 665 hp - 13700 revs/min
Maximal speed: 14200 revs/min
Material: aluminium block
Valves: 4 per cylinder
Weight: 130 kg

continued>

ontinued >

Japan

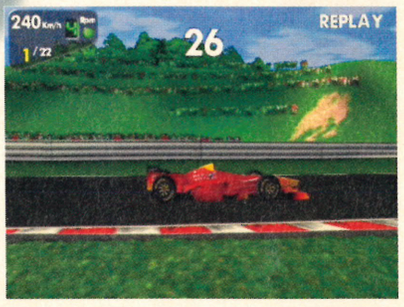
Suzuka

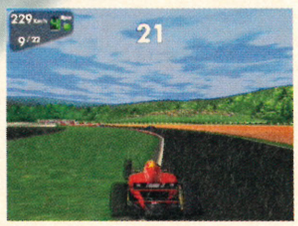
Track length: 5860 m
No. of laps: 53
Total distance: 310.58 km
Stop strategy: 2
Tyre strategy: Soft

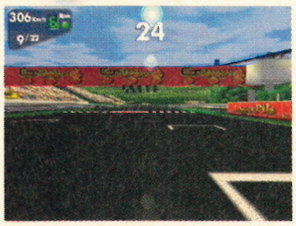
Round 16 is held at Suzuka in Japan, and is the only figure of eight circuit in the championship. It was originally designed as a test circuit for Honda and is one of the most challenging and exciting tracks to race – it's considered to be the most attractive, technical and well laid out track after Belgium.

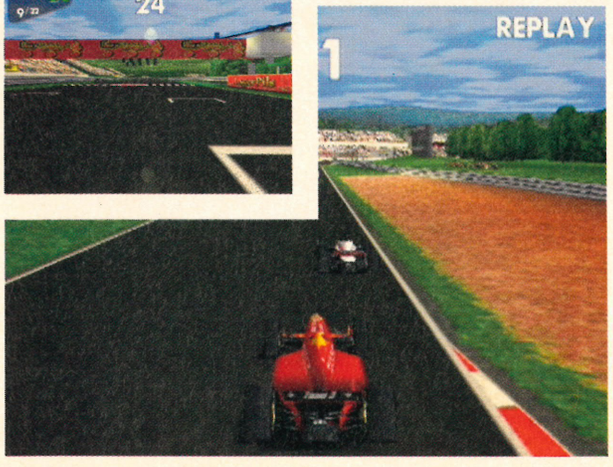
With a good combination of fast and slow corners and a reasonable straight for overtaking this track will is well-loved by most drivers. Normally the action here is intense as the season hots up and everyone is challenging for the number one spot. In 1990 Ayrton Senna and Alain Prost had a huge battle here that ended with both drivers sliding off the track into the gravel.

Because the track has many bends and a long straight, you're going to need plenty of downforce on the car. The high speeds of the race will also require perfect tuning on the engine, so get tinkering again! Interestingly this is the only circuit in the game that gives the cars a bridge to cross over.









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Extra information>

> The best way to move up the field is to wait for the cars to stop bunching up and then focus on each competitor one at a time.

TEAM 10 Minardi Hart

Technical Data

Chassis
Weight empty: 600 kg, driver on board
Wheelbase: 2900 mm
Front: 1680 mm
Rear: 1620 mm
Total length: unknown

Engine
V8 cylinder -78° - 680 hp - 13100 revs/min
Maximal speed: 13600 revs/min
Material: aluminium block
Valves: 4 per cylinder
Weight: 115 kg

Europe

Spain

Track length: 4428 m
No. of laps: 69
Total distance: 305.532 km
Stop strategy: 1 or 2
Tyre strategy: Soft

This European circuit is also set in Spain, and brings the Grand Prix to an end. At the end of this race the most talented driver will win the coveted title we've all been racing towards.

The Spanish track has a modern layout with plenty of tight, twisting bends and some very fast straights – so you get the best of both racing worlds. Two of the bends slope downwards so you'll have to make sure your car has sufficient downforce to make it around without spinning off.

As you exit the long bends make sure you give the car plenty of acceleration so that you can make the most of the momentum and reach the top speed. Good luck, your whole racing career could rest on this one race!

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Extra information

> Choose your view of the action wisely. In an in-car view it's very difficult to anticipate the corners on an unfamiliar track. The third-person view will make things easier for beginners.

TEAM 11 Stewart Ford

Technical Data

Chassis

Weight empty:	600 kg, driver on board
Wheelbase:	2950 mm
Front:	1690 mm
Rear:	1585 mm
Total length:	unknown

Engine

V10 cylinder - 72° - 720 hp - 15100 revs/min

Maximal speed:	16000 revs/min
Material:	block made of cast-iron, aluminium and titanium
Valves:	4 per cylinder
Weight:	120 kg

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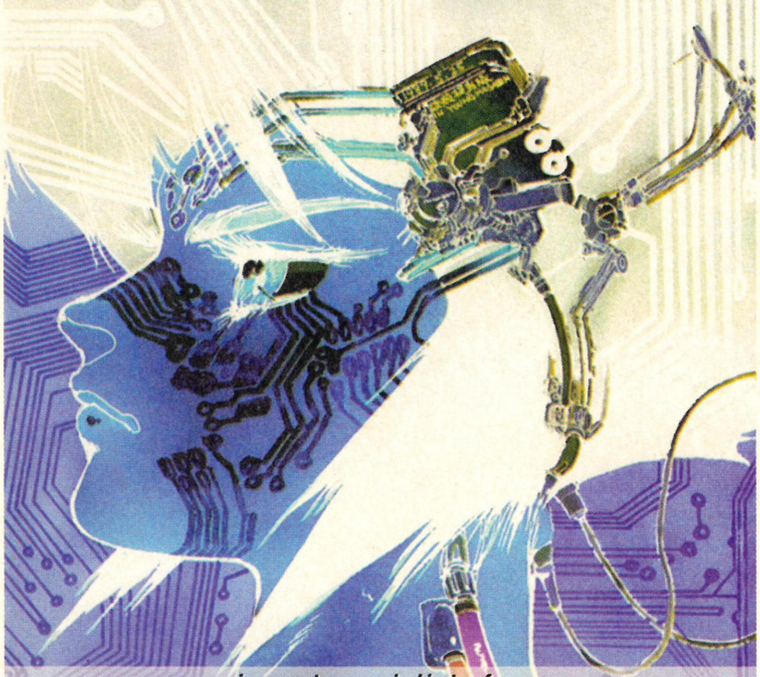

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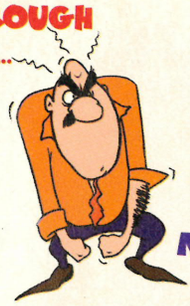

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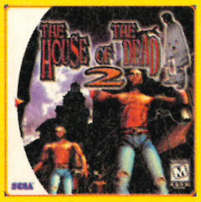

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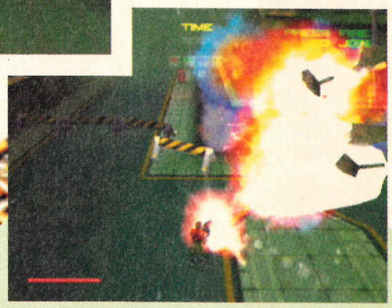

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The game, reviewed in issue one of Dreamcast Magazine, on sale now, puts you directly into the thick of the action with some amazing weaponry and level after level of alien cannon fodder. It has some fantastic lighting effects, massive bosses to challenge your trigger skills and really shows off what the Dreamcast can do.

To win this fantastic prize, or get a runners-up prize, all you have to do is answer this simple question...

QUESTION

Name the ex-Take That singer who had a hit single with Millennium?

ANSWER

A. Gary Barlow
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Send your answer on a postcard or the back of a sealed down envelope to...

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Entries should reach us by 16 November.

The rules to entering this competition are simple. The editor's decision is final. No correpondance will be entered into. Employees of Paragon Publishing or its sponsors Infogrames may not enter. Your entry should reach us no later than 16 November, 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

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